THE One

ATARI ST
AMIGA
PC

FOR -BIT GAMES

FEBRUARY 1989
ISSUE FIVE
AN EMAP PUBLICATION

£1.50
DM 8.50



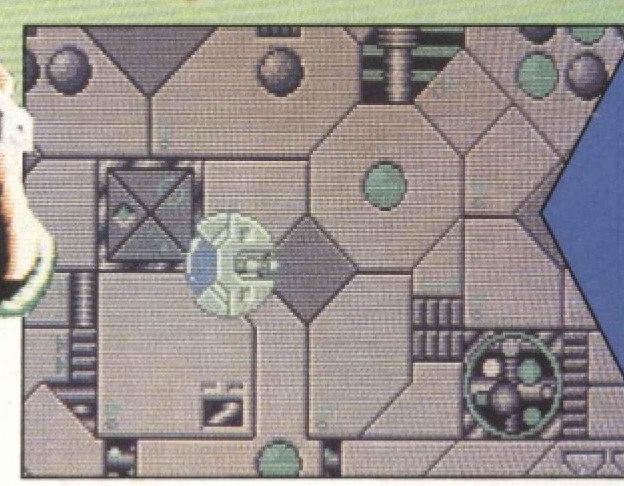
DRAGON'S LAIR CUTS LOOSE!



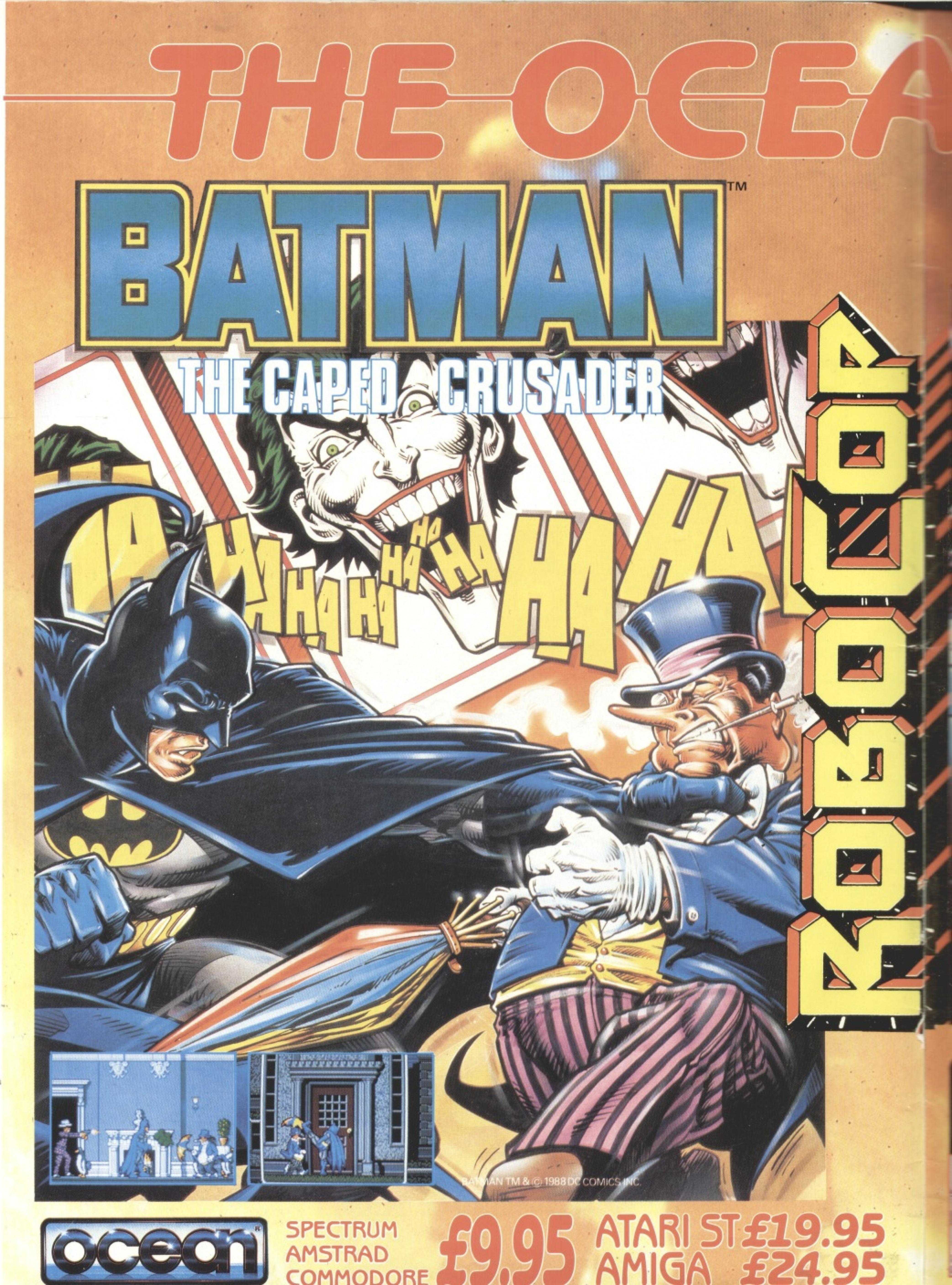
POPULOUS
A Gift From The Gods?



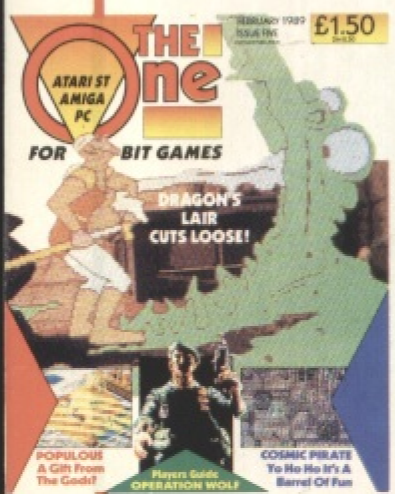
Players Guide
OPERATION WOLF



COSMIC PIRATE
Yo Ho Ho It's A Barrel Of Fun


THE OCEA
BATMAN™
THE CAPED CRUSADER
HA HA HA HA HA HA
ROBOCOP
BATMAN TM & © 1988 DC COMICS INC.
ocean
SPECTRUM
AMSTRAD
COMMODORE
£9.95
ATARI ST £19.95
AMIGA £24.95


AN FORCE
BAD DUDES VS.
DRAGONNINJA
T.M.
DATA EAST
ROBOCOP TM & © 1987 ORION PICTURES CORP. ALL RIGHTS RESERVED
ocean
BAD DUDES VS.
DRAGONNINJA
SPECTRUM AMSTRAD ATARI ST CBM AMIGA
£8.95 £9.95 £19.95 £24.95
SPECTRUM COMMODORE ATARI ST CBM AMIGA



Editor Gary Penn; **Art Editor** Gareth Jones; **Advertisement Manager** Mark Scriven; **Magazine Assistant** Jenni 'Tools' Dunphy; **Contributing Editors** Paul Boughton, Ciarán Brennan, Brian Nesbitt, Philip South, Graham 'Jenny' Taylor, Gary Whitta; **Photography** Ian Watson; **Publisher** Clive Pembridge; **Typesetting & Artwork** by Professional Reprographic Services, 53a High Street, Huntingdon, Cambridgeshire PE18 6AQ **Colour Origination** by Mainset, 181 Hemmingford Road, London N1 **Printed** by Southern Print, Upton Factory, Upton, Poole, Dorset **Distributed** by EMAP Frontline Ltd

Telephone Numbers

Editorial & Advertising	01 251 6222
Facsimile	01 608 2696
Subscription Queries	0859 410510
Newstrade Queries	0733 555161

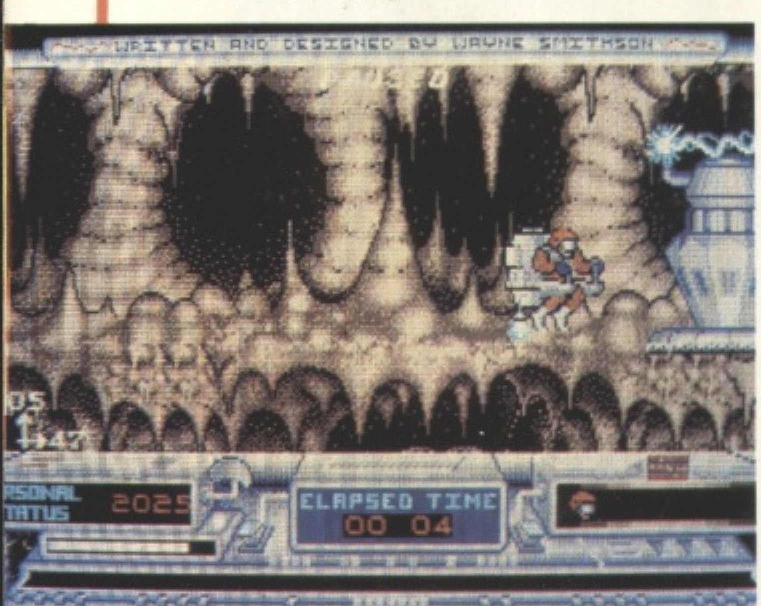
Addresses

Editorial & Advertising: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

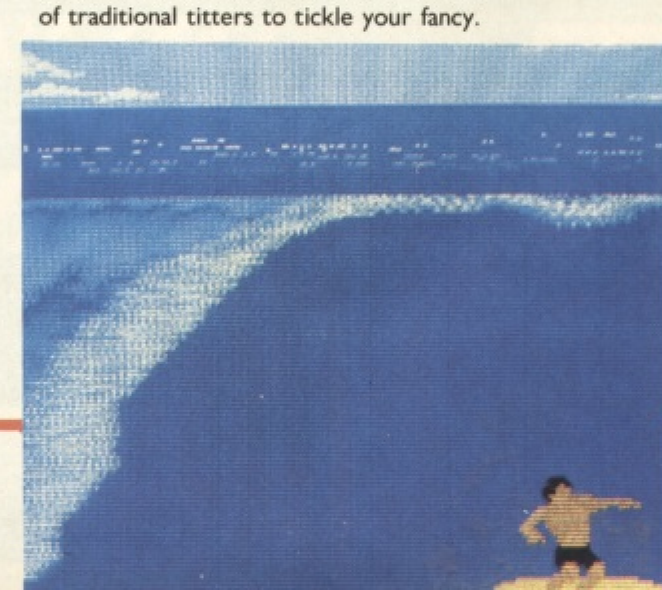
Subscriptions: PO Box 500, Leicester LE99 0AA

Back Issues: EMAP Frontline Ltd, 1 Lincoln Court, Peterborough PE1 2RP

With Special Thanks To: Nunkie Graeme for his ace antidote to our insomnia.







TENTS

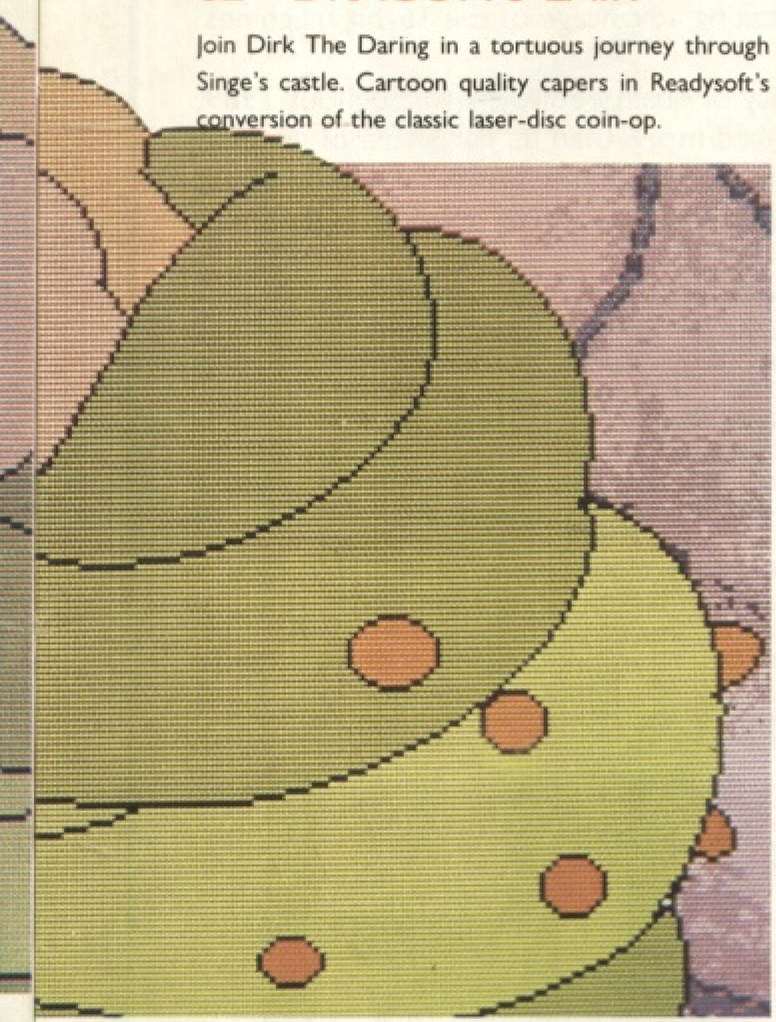


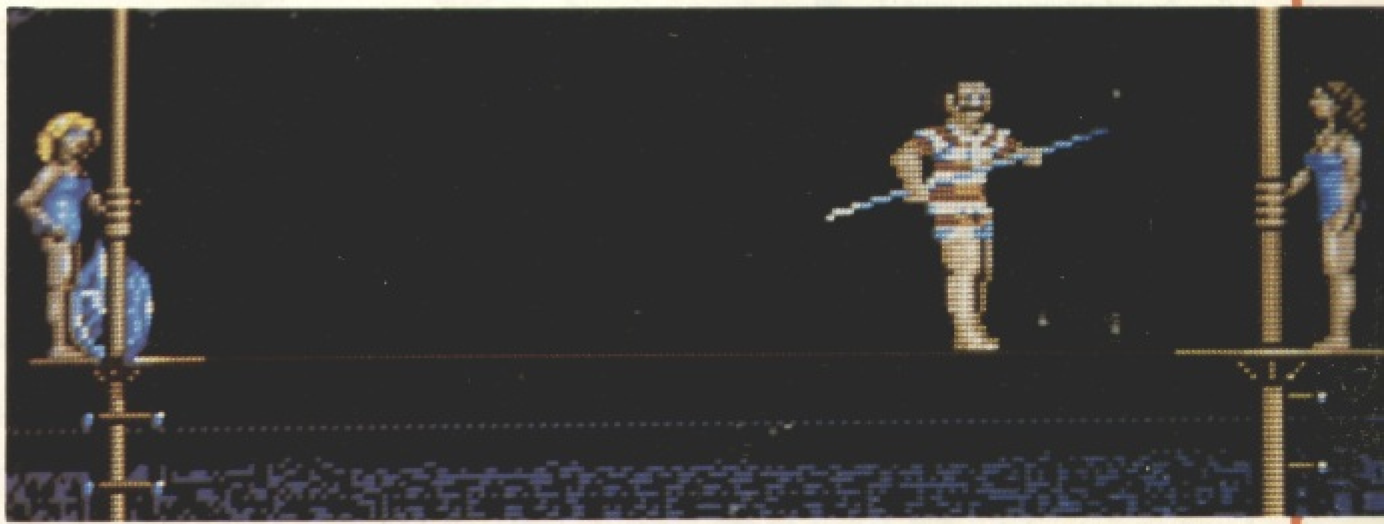
24 COSMIC PIRATE

Pieces of 8-bit revisited, as Outlaw's space brigand heads for the stars and shoot 'em up thrills.

82 DRAGON'S LAIR

Join Dirk The Daring in a tortuous journey through Singe's castle. Cartoon quality capers in Readysoft's conversion of the classic laser-disc coin-op.





86 DEMOS

Fred Astaire heads an all-star cast including Rob Hubbard and Atari Juggler.



78 CIRCUS GAMES

Roll up, roll up for Tynesoft's multi-event simulation of the greatest show on Earth.

89 ARCADES

A mixed bag of coin-operated corkers, including the long-awaited sequels to Taito's Double Dragon **and Capcom's** Ghosts 'n' Goblins.

49 PLAY GUIDE



Gary Whitta armours up to help the beleaguered commando through Ocean's Operation Wolf.

94 FEATURE

Paul Boughton explores the future world of William Gibson's Cyberpunk classic, Neuromancer, **and meets the team behnd the computer conversion, Interplay Productions.**

58 NIGHT HUNTER

Something to get your teeth into from French Maison De Software Ubi Soft.



ADVERTISERS INDEX

EDITORIAL

FISHY FROLICS

At last! The of-fish-al results of the Sounds Fishy competition run in Issue Three. Rainbird provided the prizes, and you had to provide five fishy song titles to make our panel of judges roll around the floor in hysterics.

We had plenty of **Twist And Trouts** and **Shark The Herald Angel-fish Swims**, but there were a few unique gems that, even though they raised a smile, weren't really made of the stuff of winners. **It's That Old Fishy Called Cod Again, You Are Always in My Fish** by the Chip Shop Boys, **Scuba-pike-a-carp-a-lobster-crab-a-shrimp-a-tuna-expealidotious** (!), and even more bizarre: **Killer Whale Recites The Revenge Of The Carp-ulated Idealisms Of Brown Trout**. All scored highly on the Chortle-ometer.

But it was 10 winners we were after, and after much deliberation it was 10 winners that we got. The following bouys and gulls can expect to see a copy of Rainbird's **Fish**! wrapped in a tasteful Telecomsoft T-Shirt popping through their doors in the near future.

Mr A J Wills, of Holland-On-Sea in Essex got Scrivo the Ad Man a-giggling with, amongst others, **Buoys Buoys Buoys** by Sea-Breamer and **I Shop For Seafish** by Bob Marlin And The Whalers. Abba's **Knowing Minnowing You** clinched it for Jonathan Grandin of Sudbury in Suffolk, while Skate Bush's **Running Up That Eel (Make A D-eel With Cod)** did it for Ceiron Faux of Tunbridge Wells in Kent. A Hicks of Keynsham in Bristol tickled a few ribs with **Wishing Whale** by Terence Trout Guppy, and so did **There's A Guy Works Down The Fish-shop Swears He's Shellfish** by Kirsty Mackerel from P D Goffin of Bitterne Park in Southampton. Codonna's **Like A Sturgeon** and UB40's **Red Red Herring** Eddie McKendrick of Reading in Berkshire provided mirth and amusement aplenty, as did Oliver Trusler of Farnham in Surrey with **This Sole House** by S-hake-y. Christopher P Jones of Herne Bay in Kent came up with **I Should Be Sole Lucky** by Coley Minnow-gue, Andrew Moore of Wensley Road in Leeds got us giggling with **Gold-fish Finger** by Shirley Bass-ey, and M Griffiths of Poole in Dorset scraped in with **Mackerel Roe The Bloater Shore (Barra-cuuuuuda).**

WHAT A GOOD YEAR FOR THE ROSES

It should be a good year for the software, too – provided we don't get a glut of uninspired tie-ins and coin-op conversions. A few top notch ones wouldn't go amiss, but innovation should be the word at the top of every software house's New Year's Resolution List. At worst, how about 'borrowing' some of the more classic 8-bit concepts and taking advantage of the 16-bit machines' more advanced features, eh?

As ever, we shall endeavour to provide the greatest quantity of quality editorial throughout 1989. And as for exclusivity... who needs it? The One has certainly had more than its fair share of genuine and editorial deadline-biased exclusives, and will no doubt continue to do so. But what the heck. At the end of the day you can't beat quantity with quality. And that's what we aim to provide. Here's to a prosperous new year for all of us...

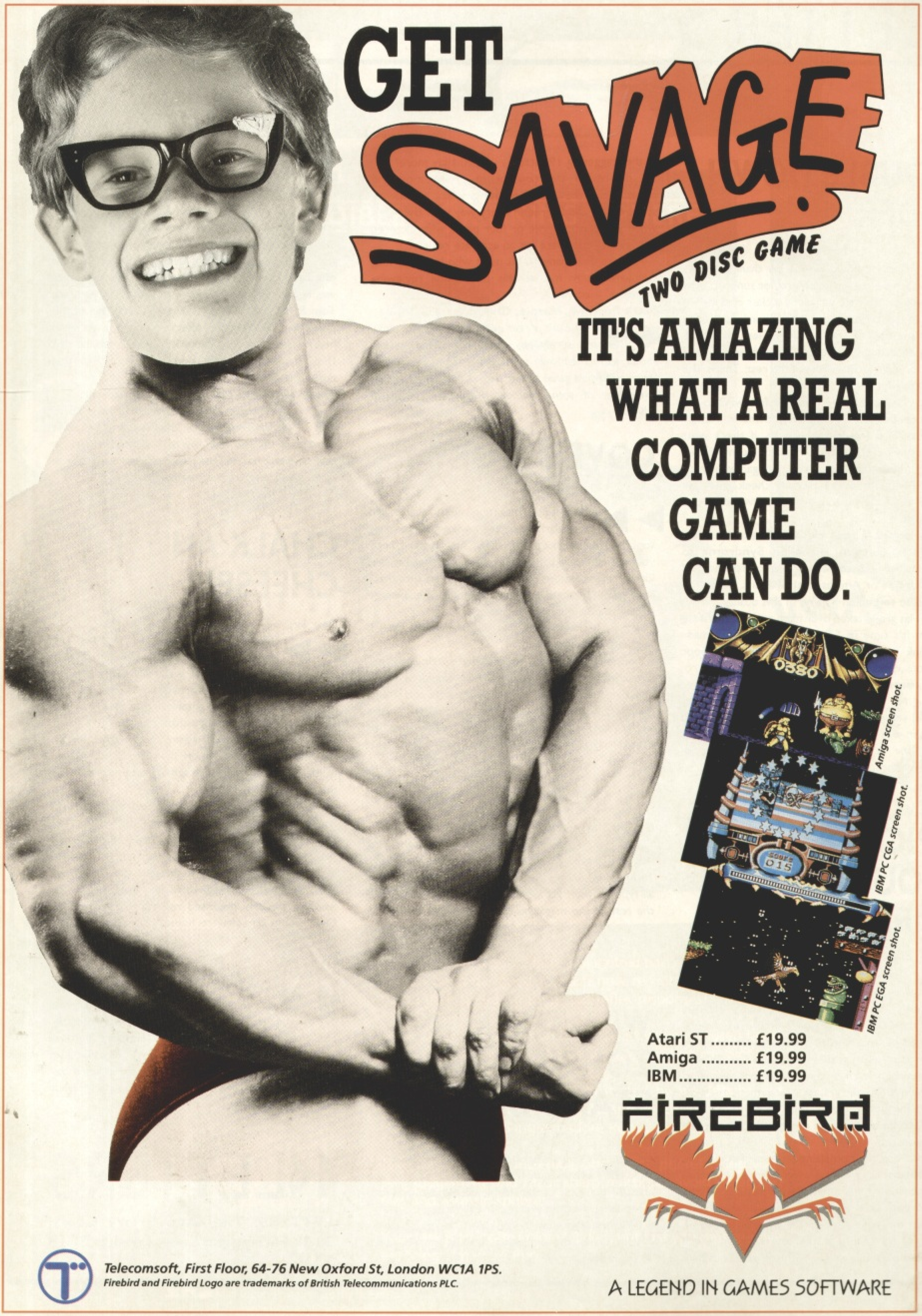
NEXT MONTH

Wow! Issue Six of The One will cost £2.50. But don't despair! The reason is to cover the enormous cost of cover-mounting a disk packed with playable previews of the hottest new releases for the Atari ST and Commodore Amiga 16-bit computers* Not forgetting gallons of news, reviews, previews, interviews and views. You don't need to choose or turn to booze. You just can't lose**

ON SALE FEBRUARY 28th

DON'T MISS IT***

*Typically Tossy Marketing Blurb. **Typically Tossy Editorial Blurb. ***More Typically Tossy Marketing Blurb.


GET
SAVAGE
TWO DISC GAME
IT'S AMAZING WHAT A REAL COMPUTER GAME CAN DO.
0380
Amiga screen shot.
IBM PC CGA screen shot.
IBM PC EGA screen shot.
Atari ST £19.99
Amiga £19.99
IBM................ £19.99
FIREBIRD
A LEGEND IN GAMES SOFTWARE
Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.
Firebird and Firebird Logo are trademarks of British Telecommunications PLC.

▶▶LETTERS

TROUBLE DOWN UNDER

G'day,

▶▶ Firstly I would like to say thanks. Thanks for a great magazine and for supporting us 16-bit owners. After all, we are in a class of our own and should be treated as such. Having just gone through Issue Two of The One (in no less than three times in half an hour), I was amazed at how fulfilled I was after buying this mag. Forget the rest. This is The One and only for me.

Secondly, I would like to bring the following to the attention of all fellow ST and Amiga owners... namely conversions. Yes arcade conversions, if that's what you can really call them – mostly a poor compromise to extract money from us ever-hungry games players. Software houses have an incredible cheek. They ask full price for a conversion that derserves only one third of that.

Take a look at **Street Fighter**, **Space Harrier**, **Bomb Jack**, **OutRun** and **Alien Syndrome** to name but a few. These conversions fall far short of pushing our STs or Amigas to their limits. I'd be too embarrassed to publish a game of this quality (mostly lacking). Has greed taken over from pride? If this is the case then it's time us ST and Amiga owners made them think twice about shovelling out their poor conversions onto our doorsteps.

Paul Brauman, Lookshill, Australia

◀◀ *No doubt the programmers of such conversions would have something to say on the matter. But bear in mind, Paul that the cost of acquiring the licences represents a hefty slice of development costs.*

A PICTURE OR A THOUSAND WORDS?

Dear The One,

▶▶ Congratulations on creating such a fine mag which I can actually look forward to every month, and thanks for the great year planner. This was not the only reason I wrote in though, because sadly I have a small complaint. Please could you make your actual reviews a little longer. When I mean reviews, I mean five or six paragraphs relating to the game explaining the graphical movement, the plot, the sound, the playability, etc, etc – with three or four colourful screenshots and the rating and comments on each version.

To point out my complaint, in Issue Four is the **Purple Saturn Day** review which spread over three pages, consisting of 15 quite large pictures of the game and two small paragraphs of review. A good example in the same issue is **TV Sports Football**, which has 11 paragraphs of solid reviewing, but is still sadly spread over four pages with the generous help of the staggering 19 pictures – need I say more?

I do realise the concept of presentation and pointing out the quality of the graphics in showing screenshots, and I agree in every way with this – but when you plaster three or four pages with pictures, this leaves little space for an accurate review.

I'm sure that many 16-bit users who buy your mag will agree with me, as this is a 'game reviewing magazine' – correct?

Mark Purslow, Marple, Cheshire.

◀◀ *You can't please everyone all of the time, but surely any discerning reader would rather form their own impressions from a complete visual guide to a game rather than read the extraneous witterings of some opionated hack. Speaking of which...*

COVER STORY

Dear Sir,

▶▶ I like your magazine quite a lot, and particularly enjoy the reviews of the more sophisticated products like flight simulators. I hope you will continue to give extensive coverage of this kind of 'more mature' game. Certainly I feel sure that I am typical of your readers in finding the average 'arcade shoot 'em up' wearisome.

Hardly a challenge to the old brain cells! Even if mine are getting on a bit!

I hope however you will consider a little constructive criticism. Do you not think it would be more effective if your front covers didn't have this 'mish-mash' of images. Personally I think I would prefer one single image (perhaps sometimes of hardware rather than software) as being less confusing. You could take a leaf out of ST Update's book in this regard.

Nevertheless I look forward to buying your magazine every month. My wife says it keeps me 'out of trouble' for days!

Gerald Throughgood, Chelmsford, Essex.

◀◀ *What's wrong with 'arcade shoot 'em ups?' One of the main attractions of the 16-bit computers is that they are capable of pleasing all types of user. As for the cover images – well, like the rest of the magazine they are always subject to change and modification, but as for limiting ourselves to a single image... why?*

WILL THE REAL ZOMBIE PLEASE STAND UP

Dear Sir,

▶▶ Congratulations on another brilliant PD information section. It's very nice to see that 90 per cent of our 16-bit demos are far more interesting than the average 16-bit game.

With reference to the disk sent to yourselves by Mazier Davis, the exploding head is actually taken from probably the best horror film ever made: George A Romero's '**Zombies, Dawn Of The Dead**'. This scene is not actually present in the British video print, but it is either digitised from the American uncut print or another European copy.

Oh, by the way, **Day Of The Dead** is by no means a 'classic'. In fact it is definitely the weakest production in Romero's **Zombie** trilogy. Anyway, you can only have seen the British video or cinema print which was heavily edited. And for a Romero film with ace Tom Savini special effects? There is a fair bit of this make-up artist's amazing effects cut from it. As far as horror fans go, I'm sure they'll all agree with me that this is probably the only Romero Zombie flick that doesn't bite.

Roger Mitchem, Cheltenham, Gloucester.

◀◀ *Whoops! Our sincerest apologies to all Romero fans for our obviously inexpert comments. By the way, we're only human here so don't hesitate to continue to put us right if we dare to make any further rash statements.*

CHALK AND CHEESE?

Dear Sir,

▶▶ I like your magazine but am concerned that you treat a mere toy like the Atari ST and the mighty Amiga as if they were one and the same. The Amiga is a powerful machine capable of considerably more sophisticated graphics and sound than the ST – which is hardly more than a Spectrum. I speak from some experience, having successfully implemented a CAD system on my Amiga after much fruitless time spent wasted initially attempting to do this on an ST.

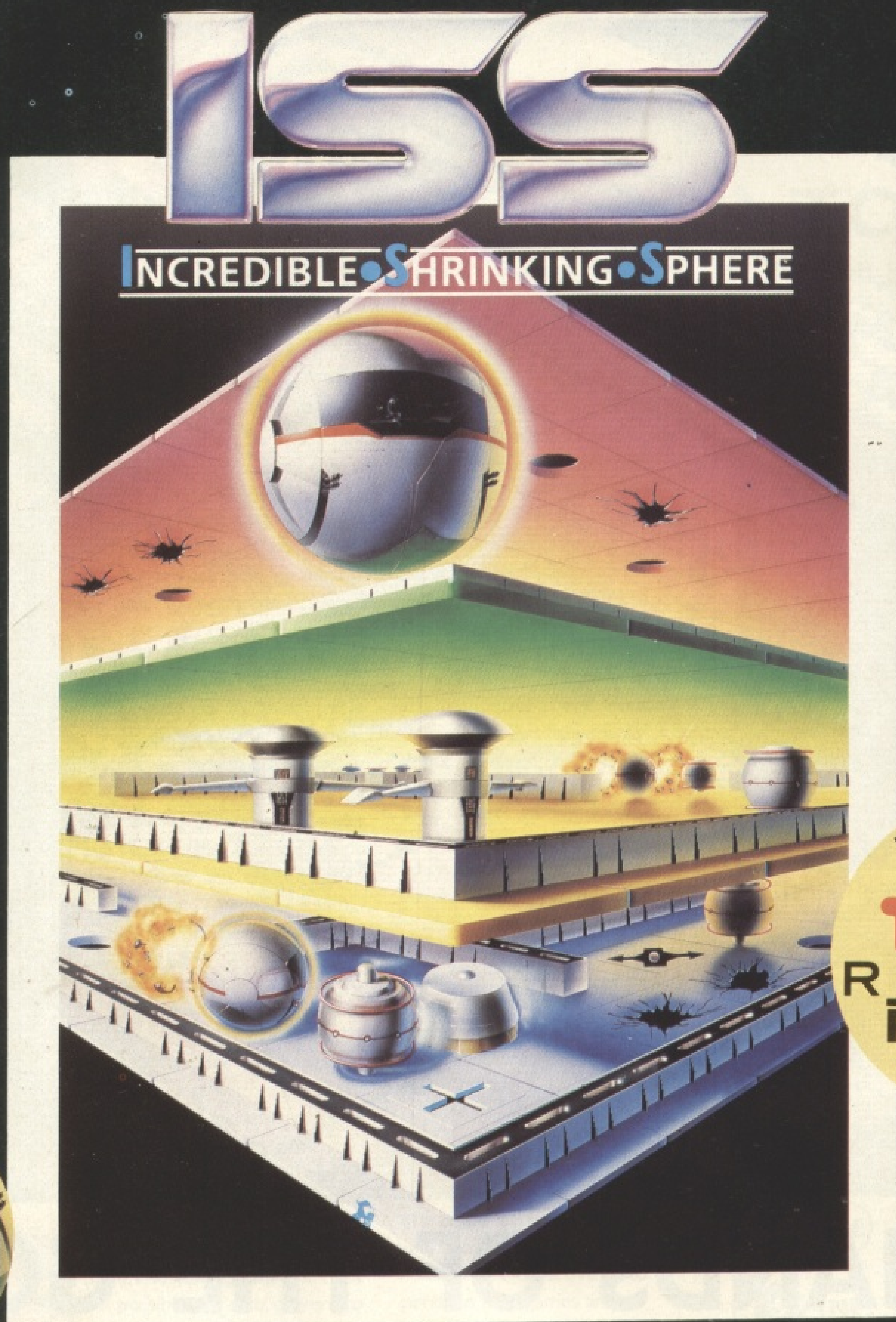
You are not alone in mixing together 'chalk and cheese'. Most of the other 'general' 16-bit mags do the same and the software producers seem to regard the Amiga as a mere 'ST with better sound'. I am sure that software that really utilised the enormous potential of the Amiga would find a ready market amongst similarly dispirited readers. Come on The One! Come on software houses! You wouldn't put out ZX81 games on the ST don't put ST games on the Amiga!

Clive Erickson, Aintree, Liverpool

◀◀ *Whatever the truth may be about one machine's advantages over the other, the fact remains that most 16-bit games remain remarkably similar across both formats. Therefore it makes sense to include both formats in a single magazine. Rest assured however, we'll let you know if and when the software houses eventually begin to exploit both machines' advantages.*

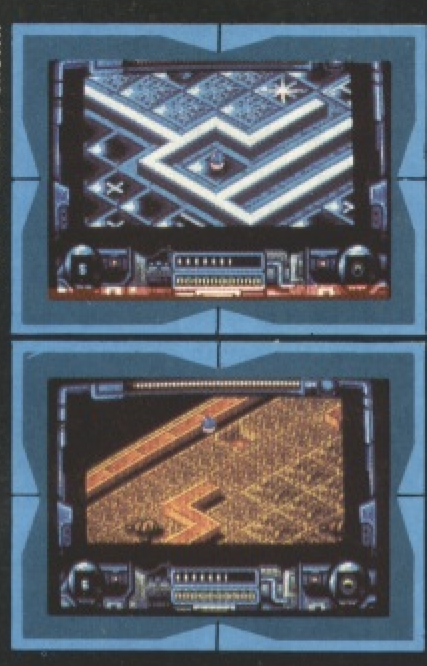
◀◀LETTERS

LETTERS, The One, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



WIN A TOMY ROBOT! FREE PLANISPHERE INSIDE PACK





Atari ST screens shown

The Sangfalmadore Run, a planetoid battle training arena, has been designed to push new recruits to the limits – trying their speed, strategy and reflex responses!

However, recent unexpected seismic activity has caused faults on the planet's surface and the collapse of tectonic tiles . . .

Colonel-in-Chief, Matt Ridley, frustrated by his desk-bound job, took to the controls of a fighter sphere to test his ability on the now unstable Sangfalmadore Run!

Take control of the Incredible Shrinking Sphere! Using your skill, judgement and razor sharp reactions, avoid collapsing tiles and assassin spheres.

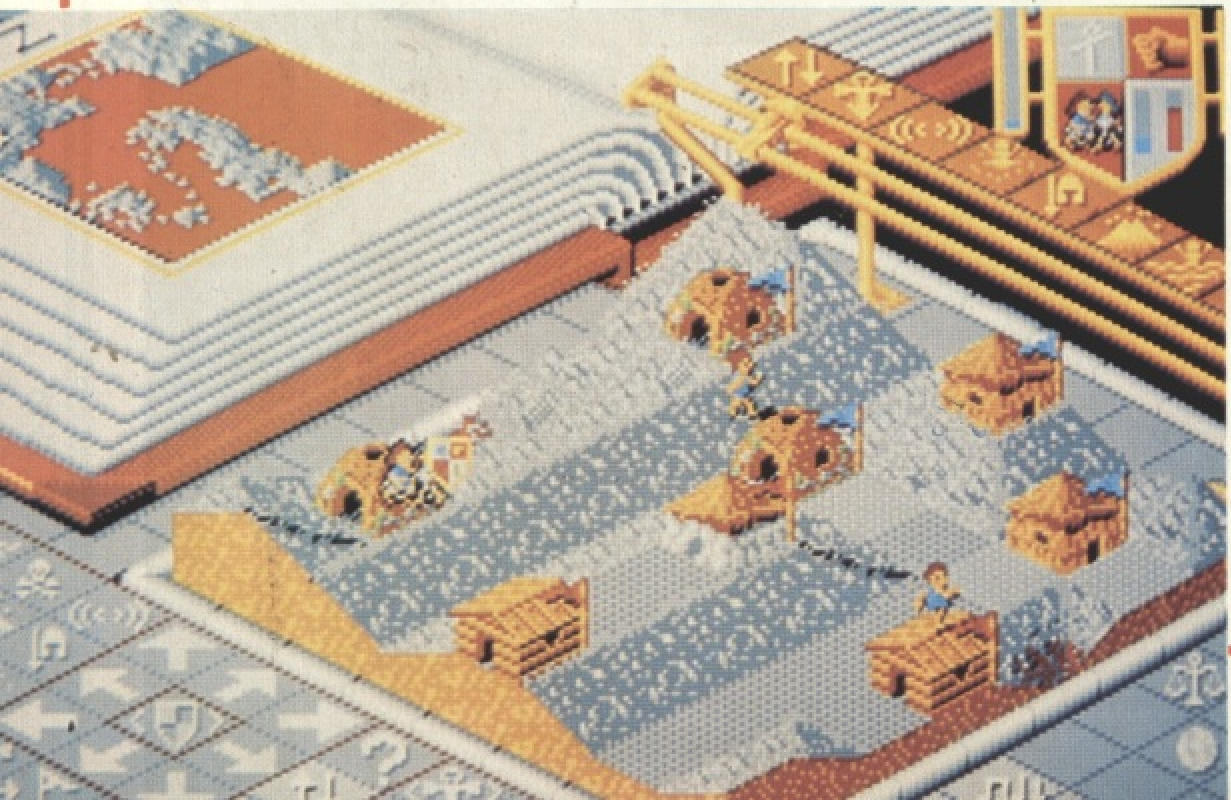
Your task is to locate Colonel Ridley, but first you must survive the Sangfalmadore Run . . .

ELECTRIC DREAMS SOFTWARE

Mail Order: Postronix Ltd, Nene Enterprise Centre, Freehold Street, Northampton, NN2 6EW: 0604 791771. Consumer Enquiries/Technical Support: 0734 310003



THE HANDS OF THE GODS



IT HAS been said that there are only six different types of joke. Similarly, it can probably be said that there are only seven different types of computer game – but Bullfrog Productions' Peter Molyneux reckons that his company has just invented the eighth.

Populous concerns the conflict of two deities in a complex blend of strategy, action and pure old fashioned luck. The idea is simply to become as powerful as possible, reducing faith in the other god in the process ... "Proof denies faith and without faith I am nothing."

As a god, you can do plenty of god-like things ... such as levelling mountains and laying waste to land, or more constructively, creating land. The more effective the implementation of your power, the more faith people have in you – and the more faith people have in you, the greater your power.

Strictly speaking, you



◀ **Play is controlled by mouse and icon, using the intricate symbols in the bottom left corner. The map in the top right shows the surrounding environment, while the top left display depicts the player's status.**

don't directly control people's actions, but you can point them in the right direction by suitably affecting their environment.

Creating buildings allows the population to multiply – for as each building fills up, the excess population is cast out to discover their own living area. At one end of the construction scale there's the basic mud hut, at the other lie vast complexes of stone castles. However the larger the building, the longer it takes to fill, thus fast expansion requires the creation of a number of smaller dwellings – leaving your population vulnerable to attack from the other side.

And so it goes on. Gods create death-dealing knights and volcanoes as their power increases. Natural disasters also affect the proceedings, with war, plague and famine all playing a part in the shaping of your world.

Because of the game's unusual perspective, it's not possible for two players to compete using a single machine. Should a couple of people wish to take each other on, a pair of computers can be linked using a customised serial lead.

Bullfrog Productions has been working on **Populous** for over six months (prior to this, the company wrote **Fusion** – also for EA – and before that it converted **Druid: Enlightenment** to the Amiga for Firebird).

Peter Molyneux is the master programmer, while Glenn Corpus produced the graphics (Glenn also created the graphics for **Fusion**). Musician Dave Hanlon provided the eerie, atmospheric 'soundtrack' and suitable sampled sound effects (the fire sound was produced by crumpling an empty crisp packet, and a watery noise by making a disgusting noise with the mouth! – eurgh).

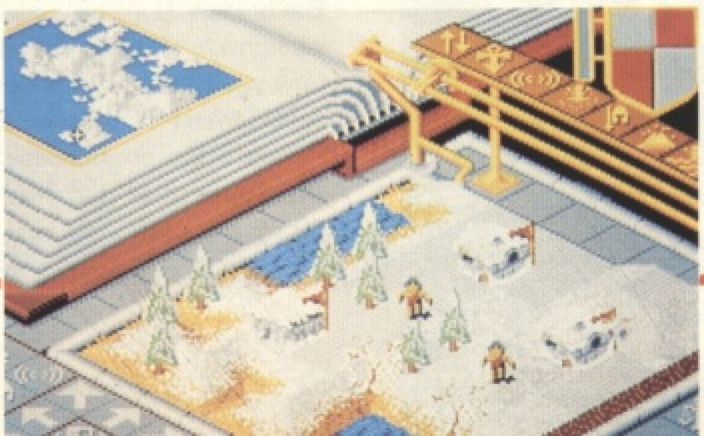
Around 40 per cent of the team's time was spent developing 'Artificial Intelligence' routines to generate a believable universe to play with – part of which was originally modelled in Lego to produce accurate dimensions and perspective.

Should the game achieve its well deserved acclaim, there's the possibility of a **Populous Plus** later this year – most likely in the form of an expansion pack featuring extra terrain and computer strategies. Bullfrog is also toying with the idea of a networked **Populous** where up to 16 players could compete against one another.

Bullfrog's objective is to produce four games annually – something straightforward like **Fusion**, along with three more innovative projects. Meanwhile, **Populous** is being fine-tuned for completion by the time you read this. An April release date and a price of £24.95 have been set for both Amiga and ST versions.



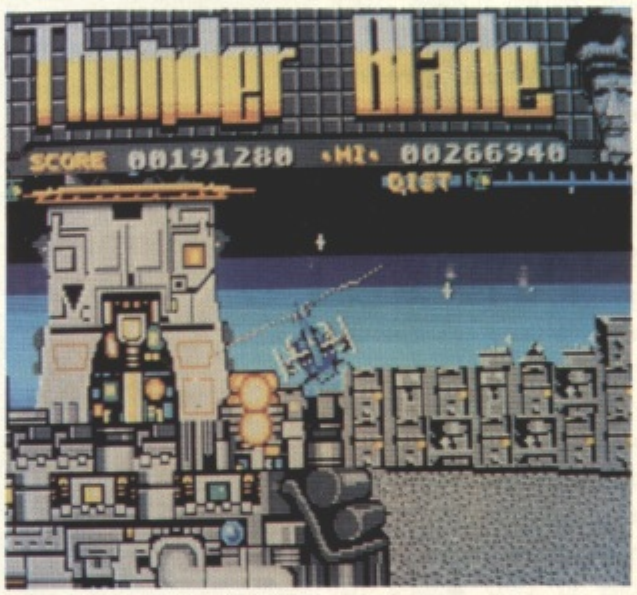
The environment's 10,000 individually named worlds are split into four different types; Volcanic Rock, Fresh Green Pastures, Sandy Deserts and Ice Worlds. ▶



TOP TEN

(Month Ending January '89)

COMMODORE AMIGA



US Gold's Thunderblade**: new at number 4.**

1	NE	FALCON (Spectrum HoloByte/Mirrorsoft)
2	RE	LOMBARD RAC RALLY (Mandarin)
3	NE	OPERATION WOLF (Ocean)
4	NE	THUNDERBLADE (US Gold)
5	NE	TV SPORTS FOOTBALL (Cinemaware/Mirrorsoft)
6	1	SPEEDBALL (Image Works)
7	RE	ELITE (Firebird)
8	3	BATTLE CHESS (Electronic Arts)
9	4	ROCKET RANGER (Cinemaware/Mirrorsoft)
10	NE	HOSTAGES (Infogrames)

Compiled exclusively for The One by SOFTWARE CIRCUS LTD, The Plaza On Oxford Street, 120 Oxford Street, LONDON W1N 9DF. Tel: 01 436 2811.

NEWS

FIREBIRD FROLICS



Motormouth presenter Neil Buchanan gets his comeuppance in Rainbird's *Weird Dreams*, thanks to some technical trickery with Genlock.

DELAYS abound at British Telecom's software appendages Firebird and Rainbird, with release dates pushed back further and further. The bizarre **Weird Dreams** (see Issue Two) now won't see the light of shop until at least early March, but tune in to TVS' Motormouth on a Saturday morning and you may get so see said software featuring prominently in a simplistic quiz game.

The five minute slot is to run over eight weeks and will see viewers attempting to correctly answer 10 general knowledge questions in two and a half minutes. By getting the answers right, the contes-



tant guides his or her character through a **Weird Dreams** dream scene, with something nasty happening as the result of an incorrect answer. Eventually two people will battle it out in a final, and the winner gets to fly to Egypt for a long weekend break.

Frontier, Realtime's **Elite** lookalike, has been temporarily suspended, while **Verminator,** the bizarre arcade adventure set in a tree, has been delayed until April. Presumably this has nothing to do with the fact that its author, Nigel Brownjohn, provided some graphics for the second of three sections in **Savage.** The first is shown here, while the second is a **Space Harrier**-esque affair and the third a multi-directional scrolling exploration with you in control of an eagle. Tim Moore is working on the Amiga incarnation which is nearing completion for a March release, while Brian O'Shaughnessey is bringing up the rear with the PC incarnations.

There's good news on the coin-op conversions front though, with Irem's cutesy shoot 'em up **Mr Heli** still on course for its intended May release, and the horizontally scrolling shoot 'em up **P47** is looking good for August.



The first level of Amiga *Savage* sees a bronzen beef-cake battling through horrors.

Rainbow Islands, the equally innovative sequel to Taito's **Bubble Bobble,** looks set to meet its April release. The game is currently being converted to ST and Amiga by none other than Graftgold's 8-bit innovator Andrew Braybrook. The Witham wonder has been working on it since last November, and is rightly pleased with the full screen scrolling ST incarnation which is looking almost arcade perfect – mainly thanks to partner John Cummings' graphic work.

John was responsible for **Zynaps'** game design, in conjunction with Graftgolder Dominic Robinson – who is working on an arcade-style 3D game for Rainbird. Dominic's currently designing a world around his mix of solid, semi-transparent and vector graphics, and – along with another potentially stunning blaster – he's keeping gameplay close to the chest.



More horizontally scrolling hi-jinks in Firebird's *Savage*, this time on the PC (EGA).

Other interesting items due during this year are **Rick Dangerous** (little is known, apart from 'it's looking good' and a release date is yet to be set), Paul **'Spindizzy'** Shirley's multi-directional scrolling shoot 'em up (provisionally entitled **Wibble Wobble,** with graphics from once 8-bit binary Botticelli Bob Stevenson), Geoff **'The Sentinel'** Crammond's 3D driving game (tentatively titled **Stunt Car Racer**). **Blazing Barrels, Dragon** and **Deja Vu II** from American software developer Icom, are also scheduled, as are **Broadsword, Lasers And Labyrinths, Starlord** and **Interstellar Overdrive** from Maelstrom.

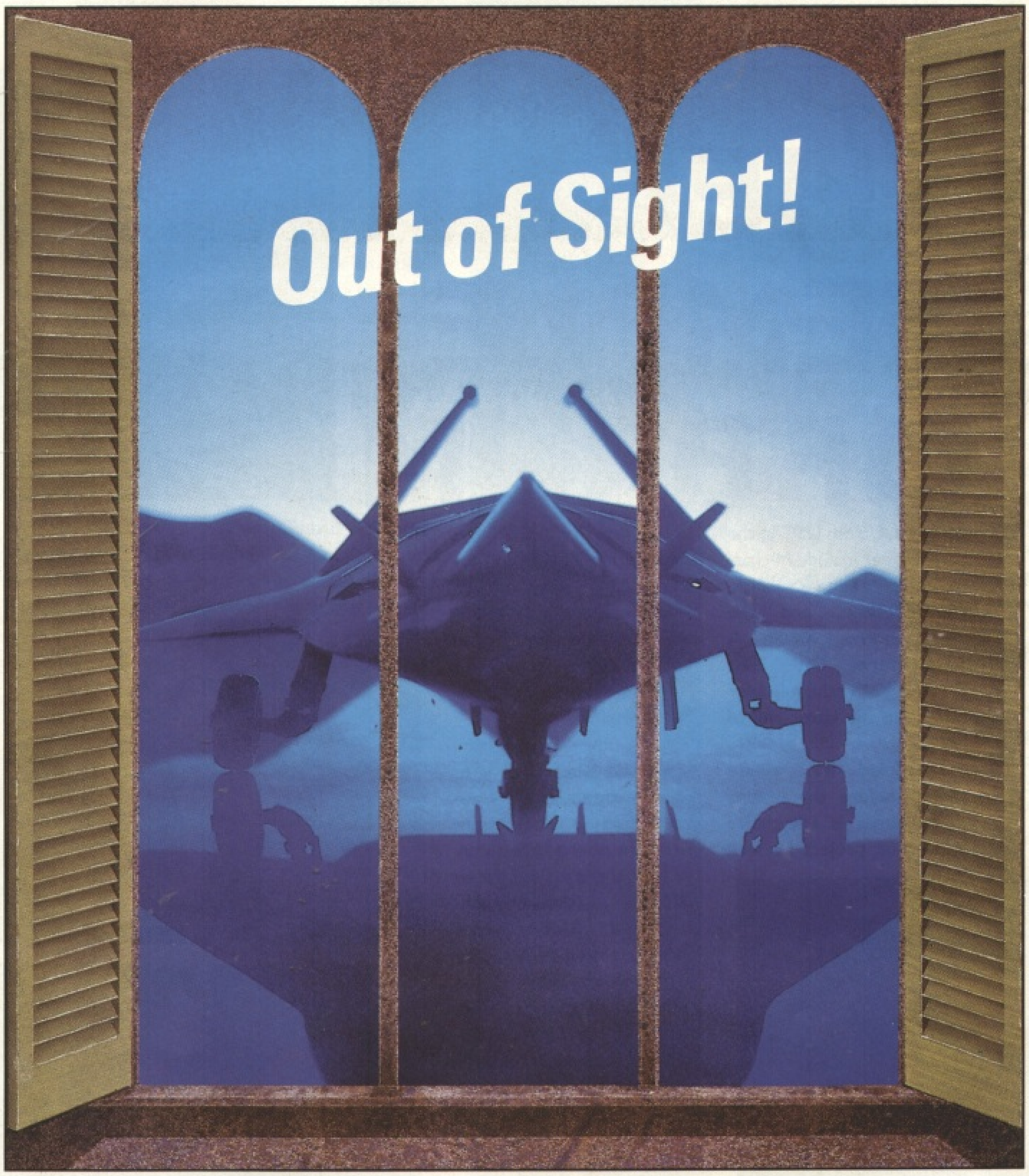
Watch out in future issues for the facts to back up this stunning array of names.

PALACE PRANKS

OUTLAWS' Shoot 'Em Up Construction Kit won't be seeing the light of day until... ooh, around late February. The reason for the delay it seems is that while John Hare (one half of Sensible Software, the due behind the original 8-bit version) was producing demonstration games, he found a few bugs and made some recommendations, so a few were made. The good news is that the ST version isn't far behind its Amiga parent.

Unmentionable problems delayed the release of Palace's **Barbarian II** (reviewed in Issue Two), but now the ST version is complete and should be on the streets by the time you read this. And yes, there's a **Barbarian III** under development even as we speak.

Two other projects due to appear before the year's out are **Superthief** and **Monster Museum**. Sadly, further details are a little vague at the moment.



F-19

Combat will dazzle you as never before. Steer modular glide bombs with your joystick and follow them all the way to impact. In heart-stopping dogfights, use TrakCam to lock onto enemy MiGs. Engage TactiVue for an outside perspective that always keeps you and your target in sight.

Plus, learn the secrets of stealth flying — maintaining a low electromagnetic profile to evade enemy radar and mastering the tactics that only a stealth pilot dares to try.

F-19 STEALTH FIGHTER will turn your PC into the hottest machine on today's electronic battlefront. The graphics are that vivid . . . the animation that smooth . . . and the feeling of flight that convincing. But F-19 is no joy ride. Dramatic game play challenges you with a lifetime of action. Fight your way through hundreds of missions packed into the real-world regions of Libya, the Persian Gulf, the North Cape and Central Europe.

MICROPROSE
SIMULATION • SOFTWARE

For IBM-PC/XT/AT/PS2/TANDY/Compatibles. Supports VGA MCGA, EGA, CGA and Hercules graphics.

MICROPROSE, 2 MARKET PLACE, TETBURY, GLOUCESTERSHIRE GL8 8DA. TEL: (0666) 54326. TLX: 43422 MPS/UKG.

THE TEMPLE OF BRUM



NOT CONTENT with simply snapping up the rights to the latest Lucas/Spielberg epic, **Indiana Jones And The Last Crusade,** US Gold has decided to release TWO separate interpretations of the game. One is to be developed by newly-signed American development house, Lucasfilm Games, which has built a formidable reputation on the 8-bit scene over the years, while the other will come from Tiertex, converter of **Thunderblade, Last Duel** and **Rolling Thunder.**

The film, starring Harrison Ford, Sean Connery and Alexei Sayle (!) will be premiered on these shores around Spring-time, with USG hoping to get both games out soon after.

Other big-screen licences due from USG in the coming year include Michael Jackson's fantasy flick, **Moonwalker,** and the classic horror movie **A Nightmare On Elm Street,** both scheduled for release in the latter half of '89.

Scheduled for release shortly before the Indiana Jones games is Lucasfilm's first 16-bit project (as well as its first for USG), the oddly-titled **Zak MacCraken And The Alien Mindbenders,** a multi-screen arcade adventure in a similar vein to its previous titles, **Labyrinth** and **Maniac Mansion.**

Still in Birmingham, USG's sub-label, GO!, is to release three more Capcom coin-op conversions between now and Autumn. In May there's **Forgotten Worlds** (the much-acclaimed **Side Arms** variant), closely followed by a martial arts affair in the **Street Fighter** vein, **Strider,** and **Ghouls-'n'Ghosts,** which has only just seen the light of day in the arcades over here (see this month's Arcades section for more news).

Another Capcom licence, **Black Tiger,** has been delayed for technical reasons and won't now appear until August. Also due in the distant future are **Heavy Metal,** a tank simulation from Access (the **Leaderboard** boys), **Flight Deck,** a so-far unspecified simulation, **Chicago '30,** a horizontally









Freddy Krueger sharpens up his act as he prepares to bring terror to Elm Street yet again – coming soon to a monitor near you.



More road racing action, but this time in a less exotic setting as OutRun Europa hits the streets.

scrolling gangster shoot 'em up by Toposoft, and the pseudo sequel to **OutRun,** entitled **OutRun Europa.**

Totally unexpectedly, Atari's classic coin-op **Gauntlet II** (one of the biggest ST smashes of last year) will make its Amiga debut next month. A huge improvement on Rainbow Arts' clones **Garrison** and **Garrison II,** the latest version follows the ST's lead by including a simulataneous four player option accessed via an interface which plugs into the printer port. USG also has plans for **Gauntlet III** (based on another coin-op, **Bushido**) well and truly in the line of its pipe.



The second of three Gauntlet games promises plenty of four-player action for Amiga owners and friends.

The Grand Monster Slam, a fantasy sports simulation mentioned back in Issue Three and released next month, is the first of four titles lined up from **Rainbow Arts.** Hot on its heels is **Denaris,** effectively a rewrite of the controversial **Katakis,** this time without any of the similarities to **R-Type** which got Mediagenic so red in the face last year. Two further titles will follow soon after: **Spherical** (a clone of the Tecmos coin-op **Solomon's Key**) and **Journey To The Centre Of The Earth.**

Fans of **Street Fighter** will be pleased to know that the unofficial sequel is just around the corner. **Human Killing Machine** sees the player fighting through the streets of Moscow, Amsterdam, Barcelona, Germany and Beirut. Full review next month. Oh, and if that wasn't enough, yet another beat 'em up, **Vigilante,** is also slated for release. It looks as if there's going to be a lot of midnight oil burned in the Midlands over the next few months.



Will Whacko's Moonwalker stretch the talents of the US Gold programming team?

TOP TEN

(Month Ending January '89)

ATARI ST

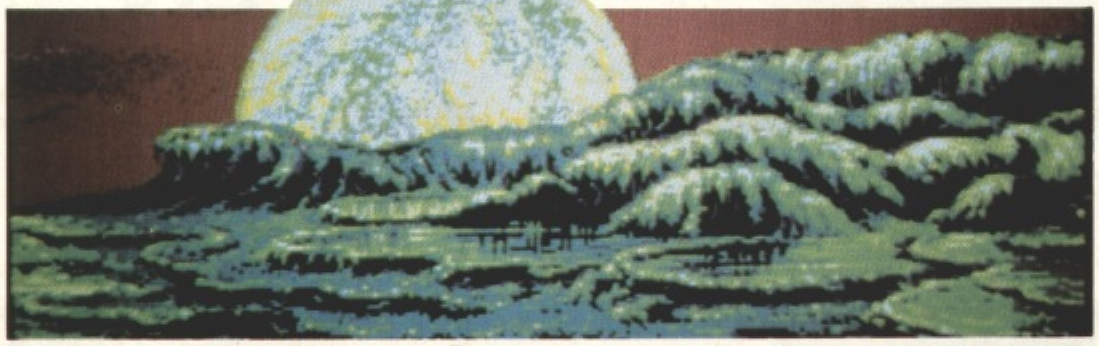
1	NE	FALCON (Spectrum HoloByte/Mirrorsoft)
2	NE	OPERATION WOLF (Ocean)
3	1	SPEEDBALL (Image Works)
4	2	LOMBARD RAC RALLY (Mandarin)
5	NE	R-TYPE (Electric Dreams)
6	RE	DUNGEON MASTER (FTL/Mirrorsoft)
7	NE	AFTERBURNER (Activision)
8	3	HOSTAGES (Infogrames)
9	NE	HEROES OF THE LANCE (SSI)
10	5	ELITE (Firebird)

Compiled exclusively for The One by SOFTWARE CIRCUS LTD, The Plaza On Oxford Street, 120 Oxford Street, LONDON W1N 9DF. Tel: 01 436 2811.



Mirrorsoft's Falcon: **straight in at number 1.**

A KLEAR WINNER?





The 60 different backdrop screens were drawn by The Kristal's artistic director Mike Haigh and David Hardy, perhaps better known for some of his Issac Asimov book illustrations.



IN 1986 work began on a game, its scenario originally conceived as a stage play in the late 70's. Now, over a decade since its conception, **The Kristal** has surfaced – courtesy of Addictive.

Playing the lead role of the spoonerist space pirate Dancis Frake, your task is to explore the Kreema system in search of Kristal Of Konos.

The Kristal is an unusual blend of arcade and adventure styles. Joystick controlled exploration is combined with text-adventure style input in a similar manner to Melbourne House's ageing 8-bit 'classic' **Zim Sala Bim**. You can walk and talk to your heart's content, with some people being more helpful than others. Sword fighting and space shoot 'em up scenes are interspersed throughout to give a unique flavour.

But best of all is a lengthy burst of sampled narration from the astronomer older than time itself, Patrick Moore. A price of £29.95 has been fixed, and the game should be released sometime in February, which means a review in the next issue.



Armed combat is a way of life in The Kristal. The sword fight se-quence was created by Neill Glancey, a black belt in the oriental art of Katnagari – 'The Swift Sword'.

THALAMUS THINGS

THE boys from Berkshire, Thalamus, who up until now have concentrated firmly on the Commodore 64, have a whole host of ST and Amiga titles for 1989. First to appear will be two games by newcomers Esprit, the conversions of the graphically excellent platform collect 'em up **Hawkeye** and **Search For Sharla,** an animated adventure in the vein of Mike Singleton's classic **Lords Of Midnight.**

March will see a bevvy of titles appearing, including the **R-Type** 'tribute' **Armalyte** that in the transition to 16-bit has been tweaked and updated to include a multi-directional scrolling play area larger than the screen.

Unfortunately, **Armalyte**'s predecessor, **Delta,** originally written by Stavros Fasoulas (who has recently finished his stint for the Finnish Army and has now given up programming to concentrate on writing a science fiction novel) won't make it onto 16-bit due to the similarity between the two games.

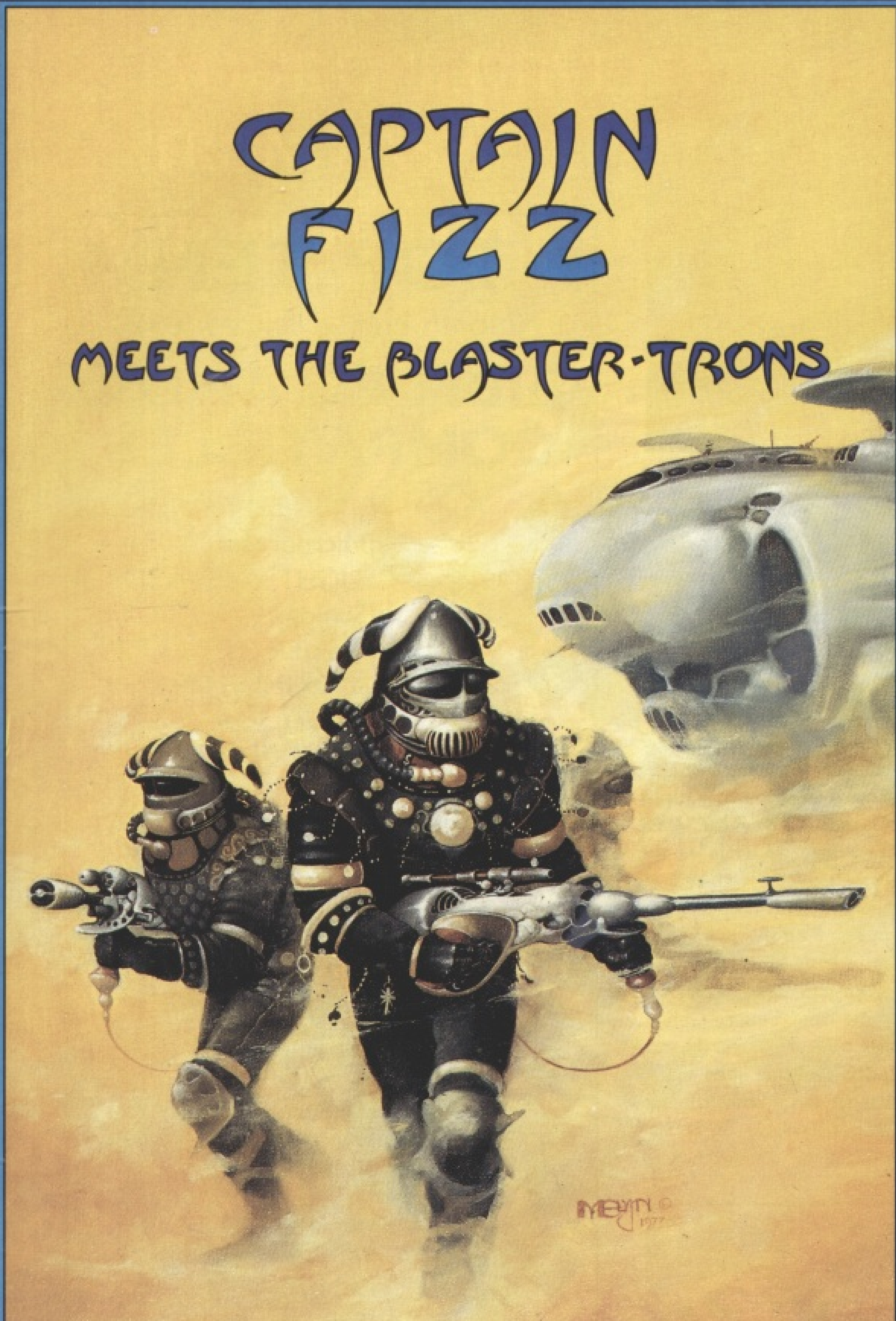
Meanwhile, the conversion of Thalamus' first ever release, **Sanxion,** has been delayed, and now nobody's got a clue as to when it's likely to see the light of day. "It'll definitely appear sooner or later," is all we could get from Thalamus' Paul Cooper.

Martin Walker's **Hunter's Moon,** the game which 'inspired' elements of **Cosmic Pirates,** is in the early stages of conversion. The Amiga version is ahead of the ST, but Cooper hopes he can make the ST catch up in time for a simultaneous release in April.

Another of Fasoulas' creations, **Quedexs,** a multi-directional scrolling arcade puzzle game that was originally titled **Marbles** (!), is being translated to 16-bit by Mario from the Dutch programming team, The Boys Without Brains. Interestingly enough, Epyx is writing its own version of **Quedex** for release in the States in the Spring.

Mario from TBWB is also beavering away on **Bamboo,** which at the moment is Amiga only, with as ST version being looked into. With a release not due until Autumn, it's all very much in the early stages of development, so there isn't even much information on what type of game it is yet.

Finally there's **H.E.L.,** a **Defender**-style shoot 'em up being programmed by Blit (also converting **Armalyte**). At the moment it's 'on the backburner' due to a few delays that have slowed work down somewhat and isn't scheduled to appear until this Christmas (shriek!)











CAPTAIN FIZZ Meets The Blaster-Trons
The message is simple: co-operate or die!

It's double fun and double trouble all the way in Captain Fizz, the most exciting simultaneous two-player game you and a friend are ever likely to play. It's a whole new world of split-screen, high-speed action, as **both** of you take on the nasty Blaster-Trons infesting the planet Icarus.

Yup, it's a tough mission alright, but you might just be able to do it if between you you've got the right blend of co-operation, courage, laser-hot reflexes, tactical sense... and brains. The action is fast and furious in Captain Fizz, but if you can't work out the right tactics you'll both be dead meat.

There are 22 levels of savage and relentless action to battle through before you reach your objective, the central computer that's causing the evil infestation. You'll never get there, though, unless you put your heads together and co-operate; your buddy can't do it on his own, and neither can you. This is one program where even the easy games are hard. So remember — united you stand, but divided you fall...

Warning: this game is *impossible* to beat on your own.

Two joysticks required for two-player game
Screen Shots are from the Atari ST. Version
ATARI ST./AMIGA — £14.95

PSYGNOSIS
FREEPOST
LIVERPOOL L3 3AB
UNITED KINGDOM
Tel: 051-207 0825

Access VISA

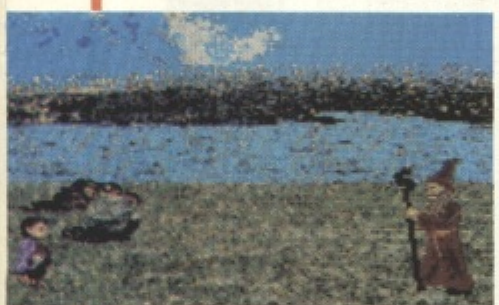
PSYCLAPSE

NEWS

VIRGIN VENTURES

THE VIRGIN/ Mastertronic software empire's first major project for 1989 is **War In Middle Earth**, an interpretation of JRR Tolkein's epic fantasy novel **Lord Of The Rings**,





War is declared in Middle Earth to kick off the year for the ever-expanding Virgin software empire.

due for release on the Melbourne House label. A huge strategy game/adventure set in a fantasy world of trolls, hobbits and wizards, **War in Middle Earth** follows the book's plot closely, setting the player the task of destroying the evil God Sauron's all-powerful magic ring.

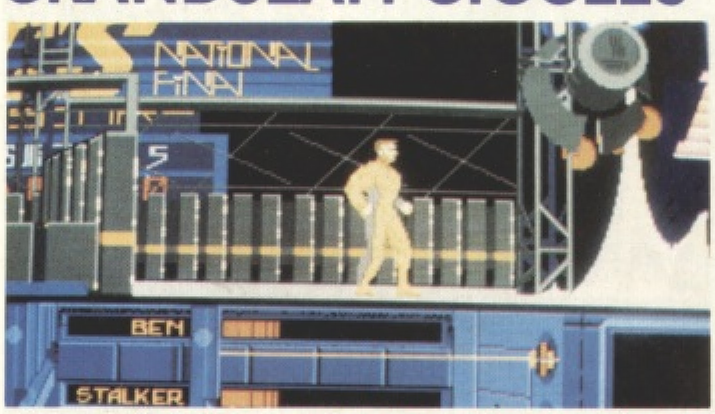
The strategy section's environment boasts a comprehensive scrolling map of Middle Earth, populated by hundreds of computer-controlled characters on the side of both good and evil. Gandalf, Aragorn, Farmer Giles and of course the nine Nazgul (Black Riders sent out by Sauron to recover his ring) have all been included. **War In Middle Earth** is due for release on ST, Amiga and PC next month at a price of £24.99.

A 'two on two' basketball simulation, **Slam Dunk**, will be the first release of the year on the Virgin label. Price and release date have yet to be decided, but the game will probably retail at £19.95.

On the budget front, the conglomerate's two budget labels, Mastertronic and Richochet, will release all future product at £9.99 for Amiga, ST, and PC versions (with PC packages incorporating both 3½" and 5¼" disks. Games scheduled to appear on the Mastertronic label are **Chase, Venom, Shard Of Inovar, Knight Games** and **The Last Trooper**, while the Ricochet label will kick off the year with **Little Computer People** and **Hacker**.

Virgin's specialist board game label, Leisure Genius, has both **Risk** and **Monopoly Deluxe** lined up to appear this month (the former is available on all formats while the latter is ST only).

GRANDSLAM GIGGLES



Arnold Schwarzenegger, parades his new trim physique through Grandslam's latest.

GRANDSLAM's 16-bit interpretation of Arnold Schwarzenegger's turkey, **The Running Man**, is nearing completion. The licensed game puts you in control of Arnold himself, and has you running, jumping, punching and kicking your way through horizontally scrolling scenery, solving a sub-game puzzle between levels. Fortunately, the game looks better than the film. Full review next month.

As mentioned last issue, the long promised 16-bit





incarnations of Namco's **PacLand** are well and truly under way, as is the second binary interpretation of Gerry Anderson's cult television series **Thunderbirds**. Grandslam reckons its game is far more representative of the original puppet show than Firebird's 8-bit budget effort of over two years ago.

Meanwhile, development has only just begun on its more recently acquired licence – DC Thompson's **Dandy** comic. More details when we have them.

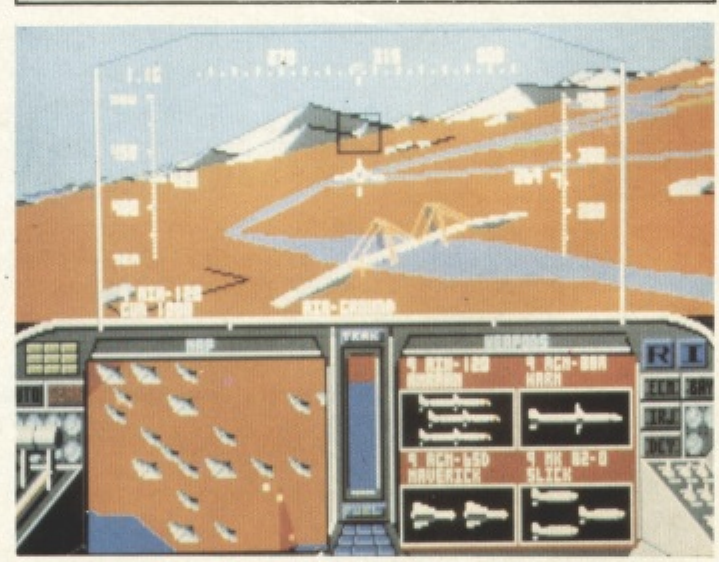
TOP TEN

(Month Ending January '89)

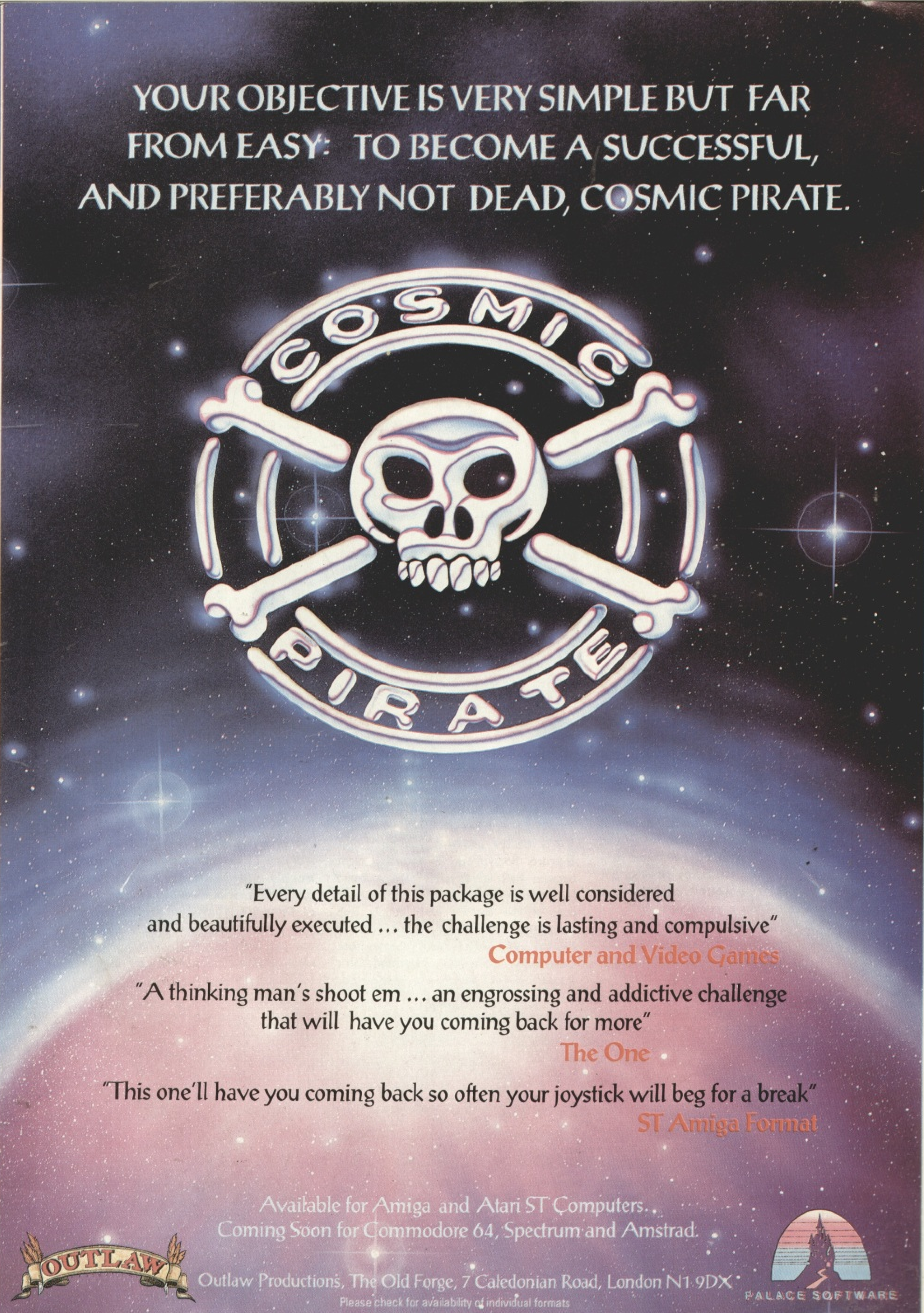
IBM PC AND COMPATIBLES

Position	Last	Title
1	NE	F19 STEALTH FIGHTER (Microprose)
2	1	FLIGHT SIMULATOR III (Sublogic)
3	NE	LEISURE SUIT LARRY LOOKING FOR LOVE (Sierra)
4	6	PSION CHESS (Psion)
5	3	KINGS QUEST TRIPLE PACK (Sierra)
6	NE	KINGS QUEST IV (Sierra)
7	NE	ROCKET RANGER (Mirrorsoft)
8	NE	STAR TREK (Firebird)
9	NE	SOLID GOLD TRIPLE PACK (US Gold)
10	NE	HEROES OF THE LANCE (SSI)

Compiled exclusively for The One by SOFTWARE CIRCUS LTD, The Plaza On Oxford Street, 120 Oxford Street, LONDON WIN 9DF. Tel: 01 436 2811.

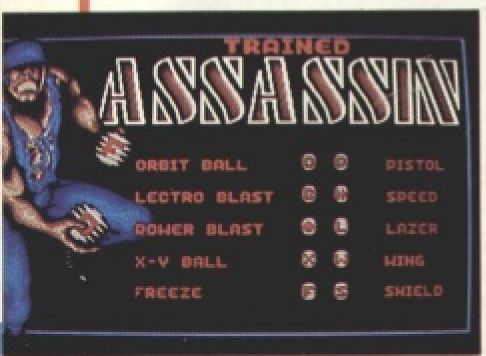


F19 Stealth Fighter **sneaks in to number 1**.


YOUR OBJECTIVE IS VERY SIMPLE BUT FAR FROM EASY: TO BECOME A SUCCESSFUL, AND PREFERABLY NOT DEAD, COSMIC PIRATE.
COSMIC PIRATE
"Every detail of this package is well considered and beautifully executed ... the challenge is lasting and compulsive"
Computer and Video Games
"A thinking man's shoot em ... an engrossing and addictive challenge that will have you coming back for more"
The One
"This one'll have you coming back so often your joystick will beg for a break"
ST Amiga Format
Available for Amiga and Atari ST Computers.
Coming Soon for Commodore 64, Spectrum and Amstrad.
OUTLAW
Outlaw Productions, The Old Forge, 7 Caledonian Road, London N1 9DX
PALACE SOFTWARE
Please check for availability of individual formats

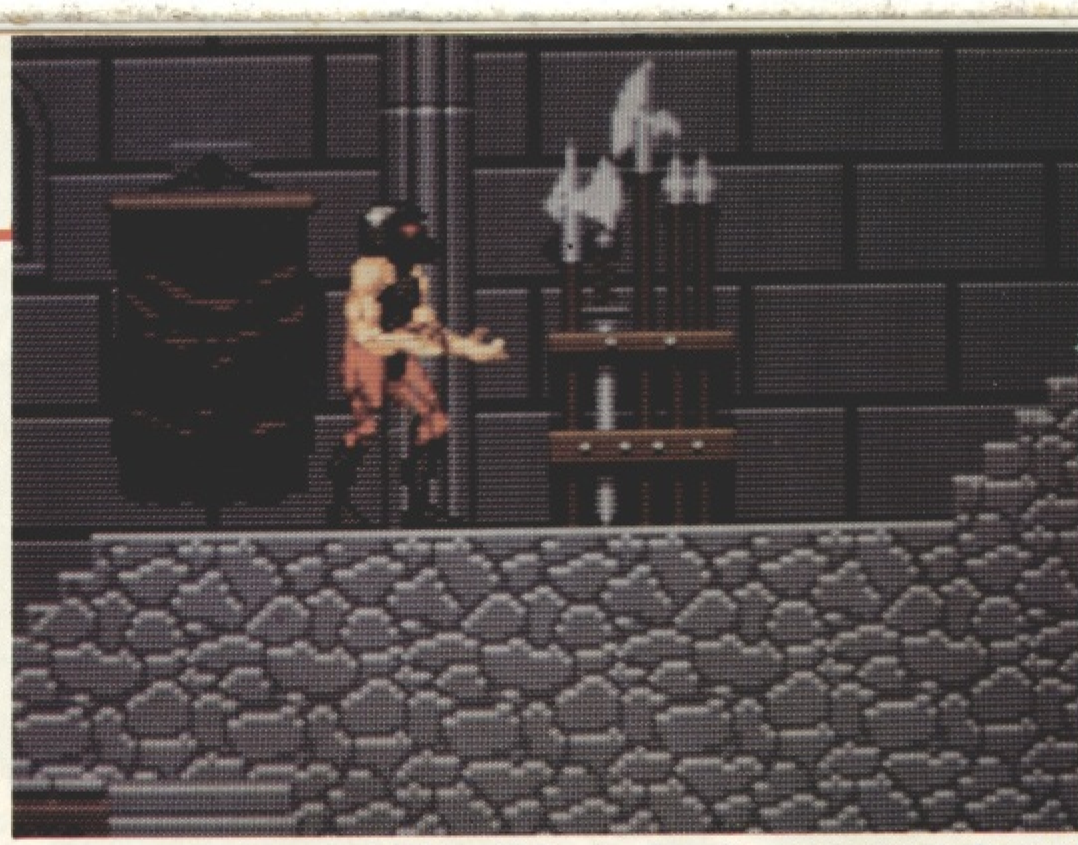
NEWS

DIGITAL MAGIC



THE NAME is new, but development house Digital Magic Software was actually formed in July last year. The Cheshire-based crew says it's "keen to develop arcade quality software by using the hardware to its full capacity on both machines." Following an increasingly popular trend, DMS is first developing titles on the Amiga before porting them over to the ST – "with the intent to keep gameplay identical while pushing the machines to their limits."

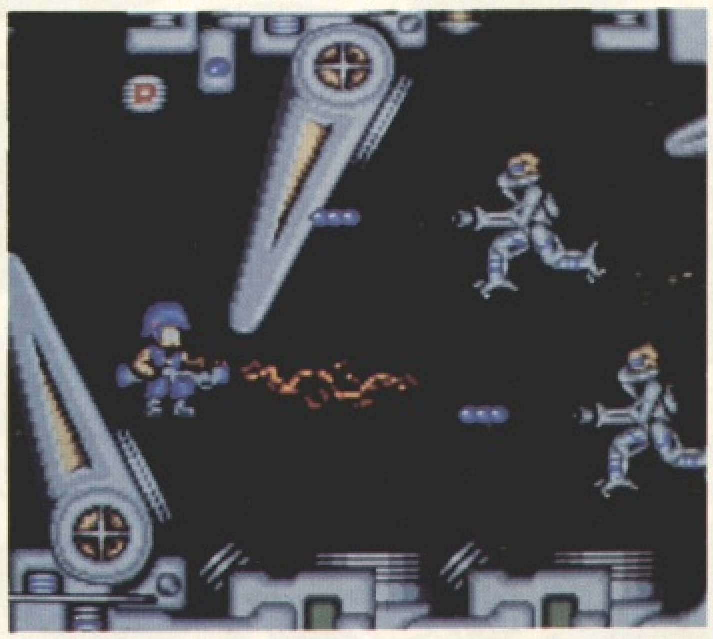
And it's putting its product where its mouth is with its first two releases: **Trained Assassin** and **Scorpion.** Both games are priced at £24.95 and due for release around now.



Inside the castle of DMS' multidirectional scrolling progressive platform and shoot 'em up cum combat game, Scorpion.



One of the vertically scrolling levels of Digital Magic Software's progressive shoot 'em up Trained Assassin.



Horizontally scrolling mayhem in Trained Assassin. **Shields and different types of laser are some of the enhancements you can expect to collect along the way.**

A COMIC EDGE

JUST WHEN you want to forget all about the cold winds and snow (what snow?), The Edge is set to release its second game starring everybody's favourite fat feline . . . **Garfield: A Winter's Tail** sees Jim Davis' puss in more arcade-style adventure.



Even better news for his furry fans is that The Edge has a series of Garfield games planned for this year – a sort of binary yearbook, kicking off with the aforementioned Tail, there will be some Summer fun, Halloween hilarity for Autumn and plenty of Christmas chortles at the end of the year.

Peanuts-pushers can look forward to an egg-citing Easter with a game featuring very prominently everyone else's favourite dog, Snoopy. Surprisingly, the United Features Syndicate approached The Edge with the licence, having been impressed with its handling of Garfield. And and and, there's another comic strip licence in the pipeline, but we won't know what it is for a month or two.

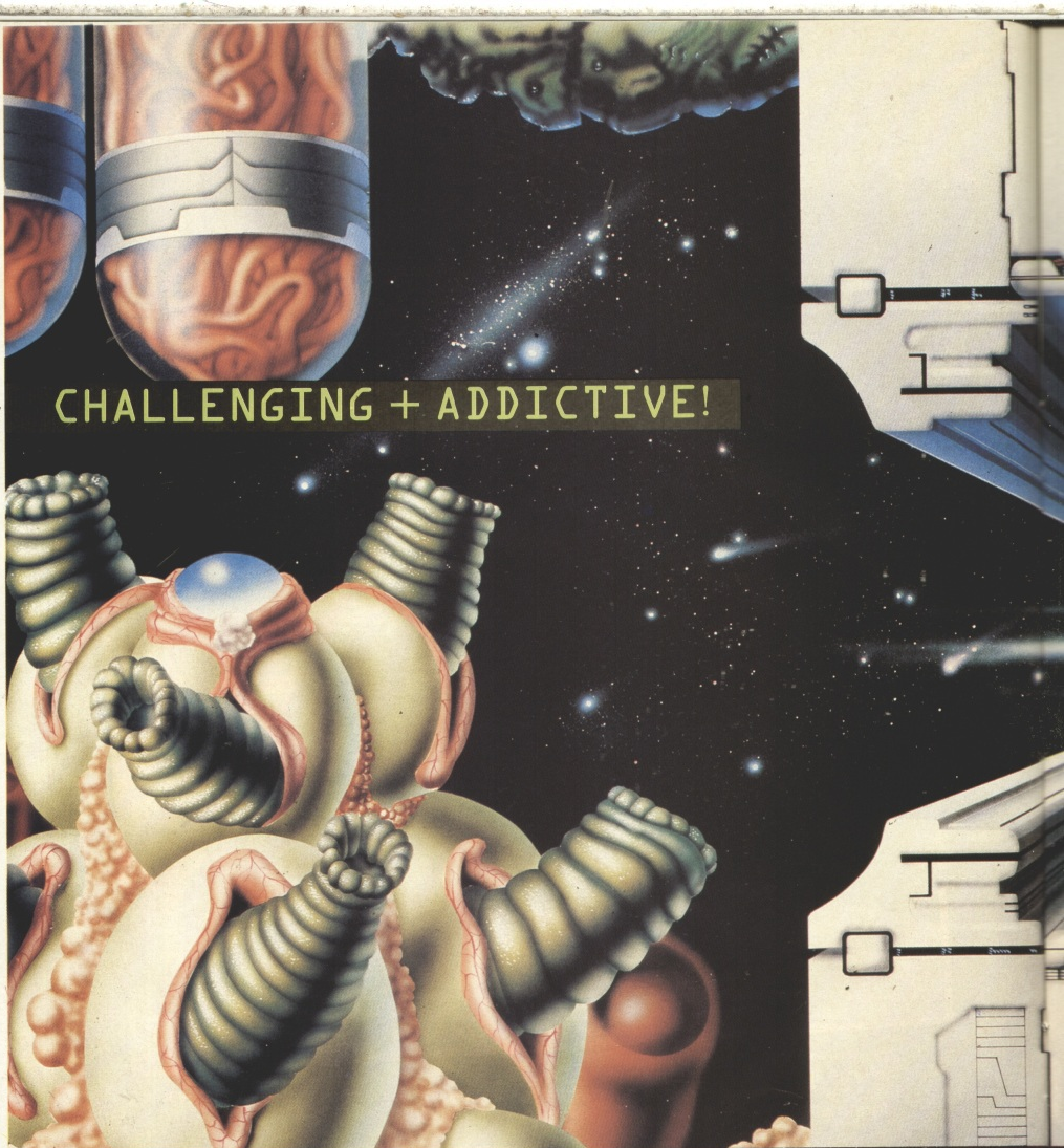
More imminently The Edge is releasing its 16-bit incarnations of **Inside Outing,** a very interactive forced perspective arcade adventure, featuring over 50 fun-packed rooms. You can pick up a telephone if it rings, or fiddle with the balls on a snooker table in your search for some missing jewels.

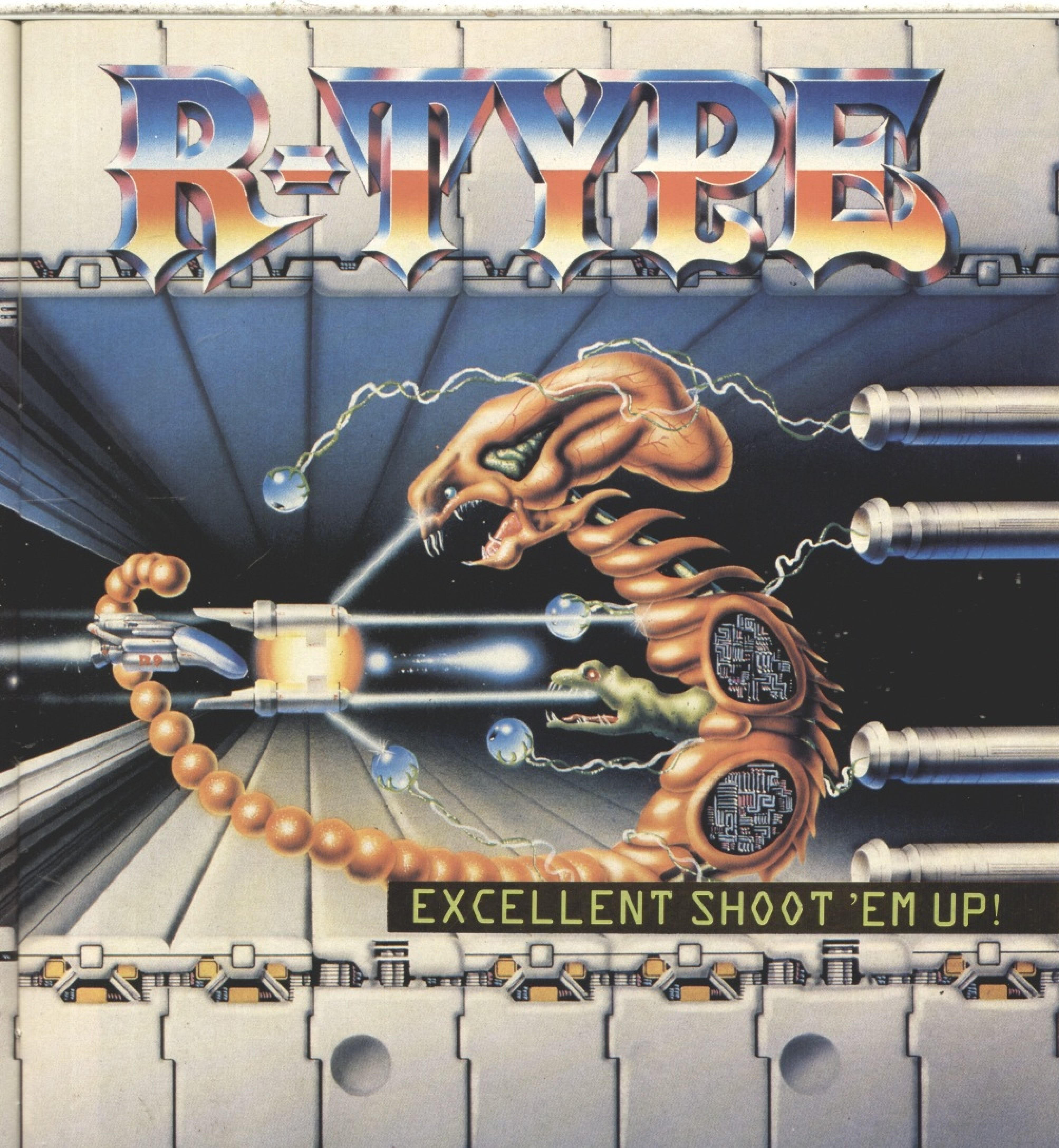
On The Edge's arcade-style label, Ace, there's Taito's shoot 'em up **Darius,** which after a considerable wait, is due for release around March.

DOMARK BUYS ITS TV LICENCE

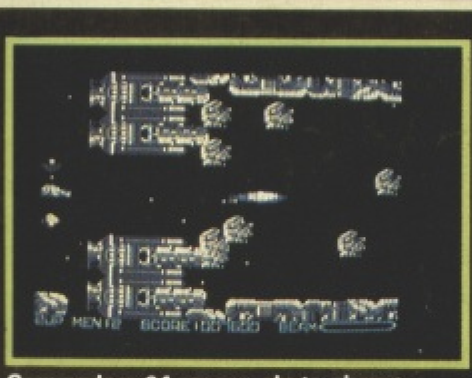
IT'S BEEN said that you can't beat Bruce Forsyth on a Saturday night because he's so CHUMMY! But bingo lingo, clickety clicks, it's time to take your pick of the six . . . with bubbly Bob Monkhouse and his Full House, recently licensed by Domark for its TV Games label. Incidentally, someone suggested that Domark should produce a new arcade game starring Blockbusters' Bob Holness and Bob Monkhouse. The title? **Double Bobble** . . . And on the subject of coin-op conversions, work recently began on three of Domark's Atari coin-op conversions: the vertically scrolling aquatic obstacle course. **Toobin,** the multi-directional scrolling police story **APB,** and the split screen 3D **Zybots.**



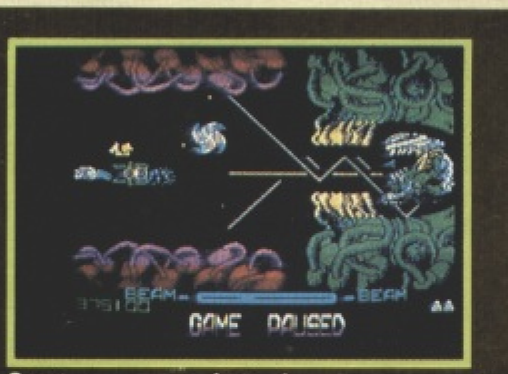

CHALLENGING + ADDICTIVE!



NLY DEFENCE



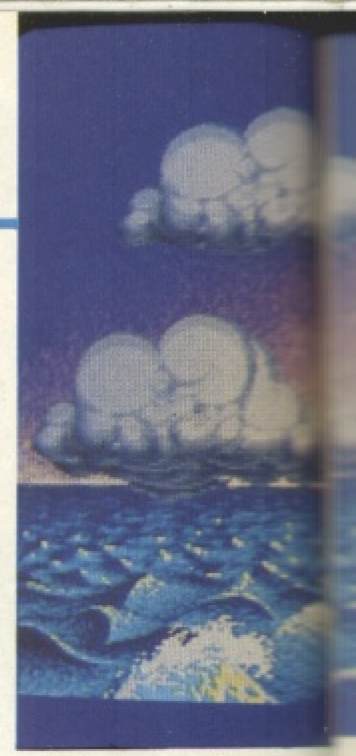
Commodore 64 screen shots shown



Spectrum screen shots shown

ELECTRIC DREAMS SOFTWARE

Available on Commodore 64/128 cassette (£9.99) and disk (£14.99), Spectrum (£9.99), Amstrad cassette (£9.99) and disk (£14.99), Atari ST (£19.99) and on Amiga (£24.99).



Cosmic

Outlaws producing pirates? Whatever is the world coming to? Ciarán Brennan adjusts his eyepatch and sets his parrot for warp factor nine.



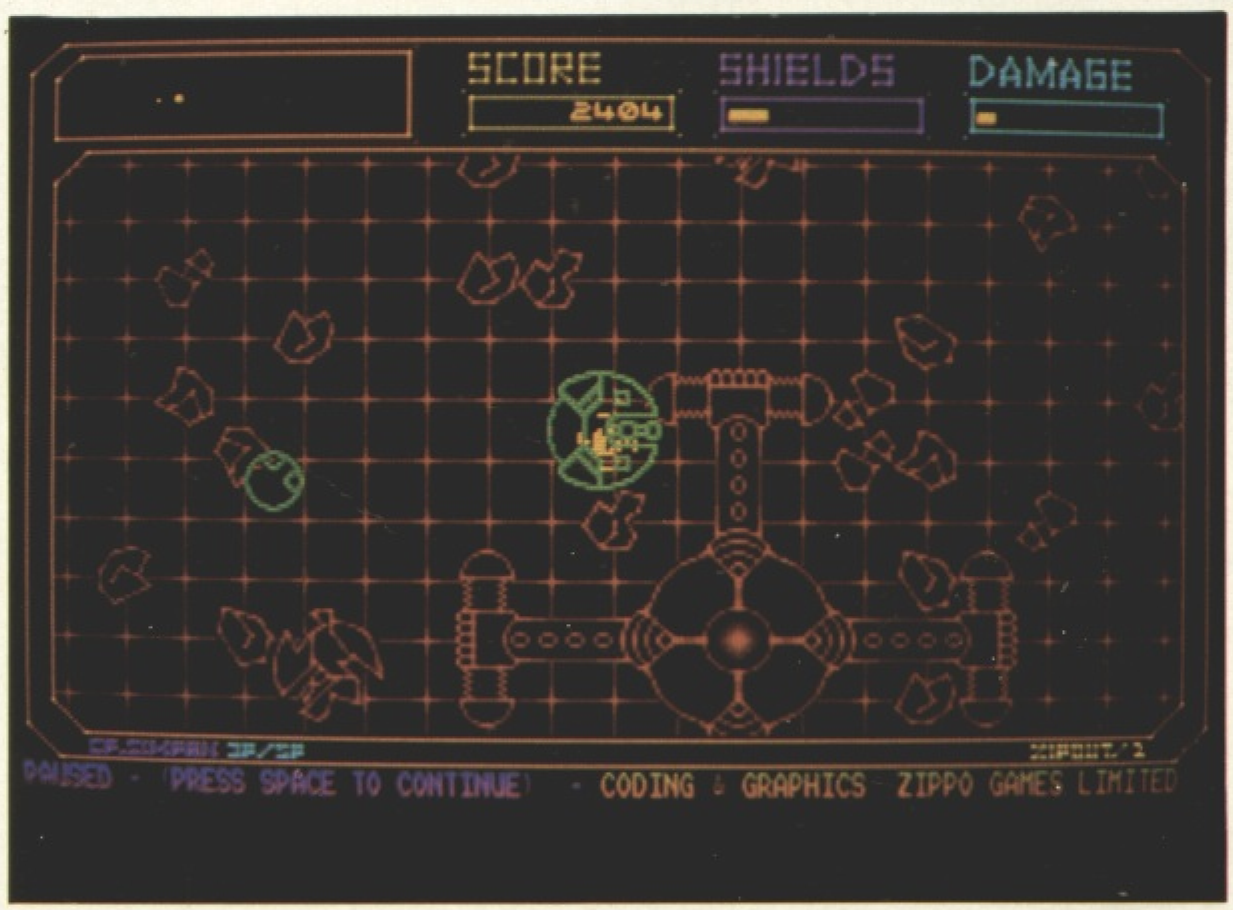
The fake keypad effect works excellently, with one set of options leading to another and every choice clearly displayed. Constant text messages keep the player updated with status information.

Guy Manly is a sort of romantic rogue whose past exploits have led him to life of crime in the deepest space lanes. However, he's not all that experienced in this piracy lark and has fallen under the wing of a shady group known as The Council which has given him a home and a new job.

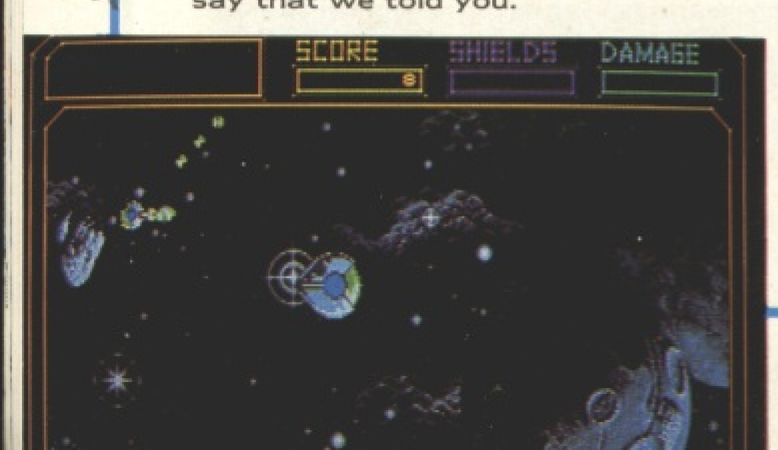
The home is NEST51, a den of piracy and corruption hidden in deepest space, and the job? Guy has now become an apprentice space pirate, set up and given his training by The Council – which asks nothing in return except a small tax on his 'earnings' ('small' being anything between 90 and 98 per cent).

As Guy Manly, your task is to develop both your ship and your piracy skills in a deceptively complex mix of arcade action and monetary strategy. In keeping with the covert nature of the plot, the game has been programmed by a mysterious crew known as Zippo Games.

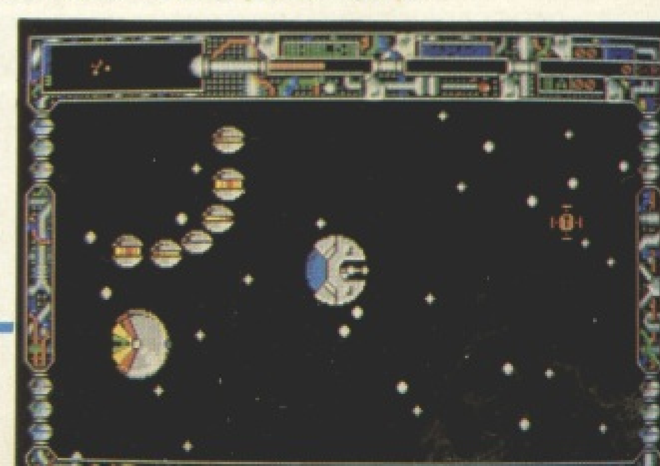
The Manchester-based company is reputed to be involved in the development of Nintendo games for the Japanese market and only devised the Cosmic Pirate concept as a spare-time project – whew! Rumour has it that the company is working on another top secret Outlaw product – but don't say that we told you.



Novice pirates can't be expected to launch unprepared into the treacherous void of deep space. Therefore, The Council provides a number of simulators for practice purposes. Each simulator represents a real game situation, with the filled graphics replaced by similar vector constructions. Because the element of danger has been eliminated, simulated action earns nothing – in fact some of the more advanced simulators actually cost money!

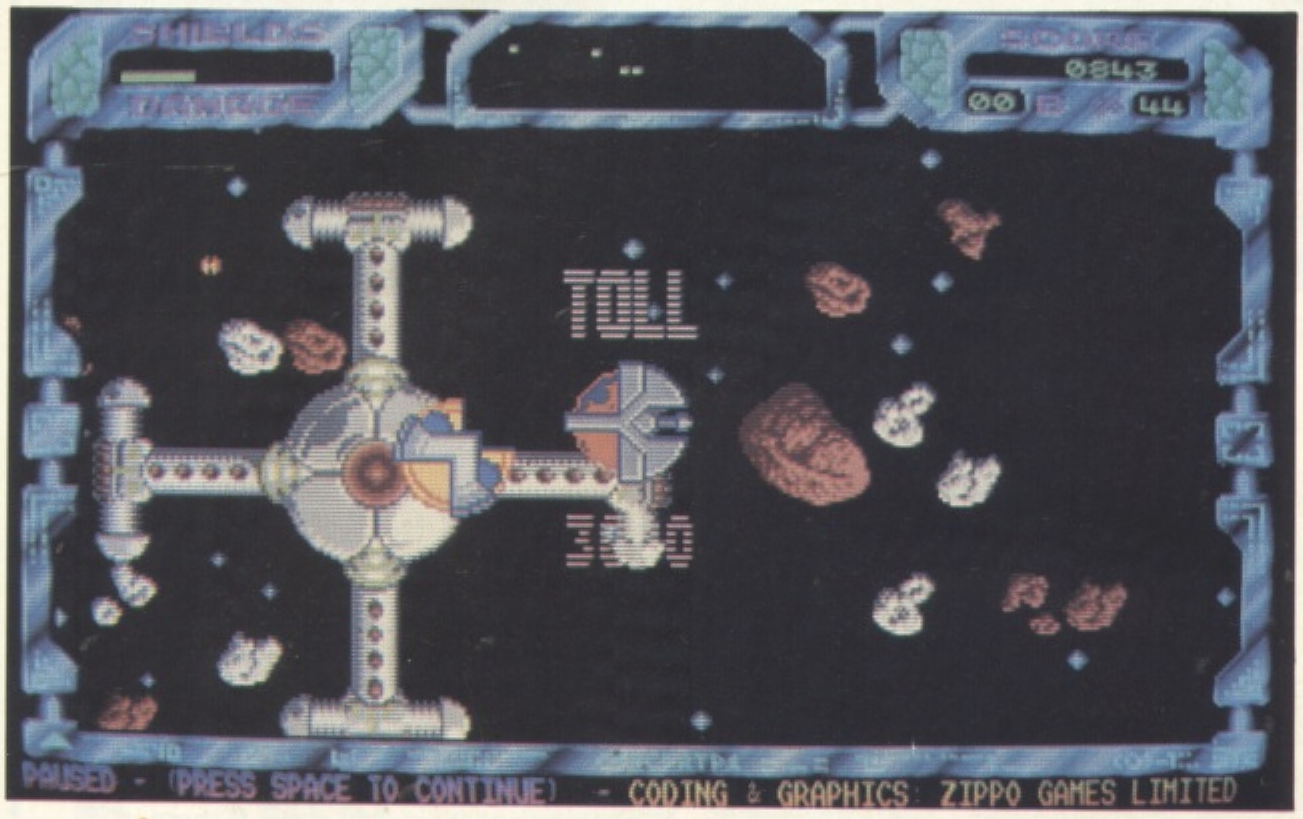


Having left 'The Nest', the pirate heads for the nearest Toll Gate (found by following the 'T' icon). The way is blocked by hostile aliens of varying power and danger – blasting these is the only way to earn enough points to access the Toll Gate.



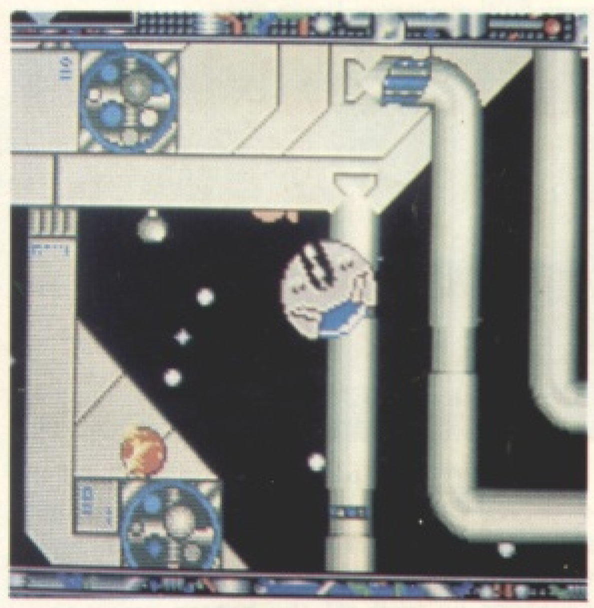
Pirate



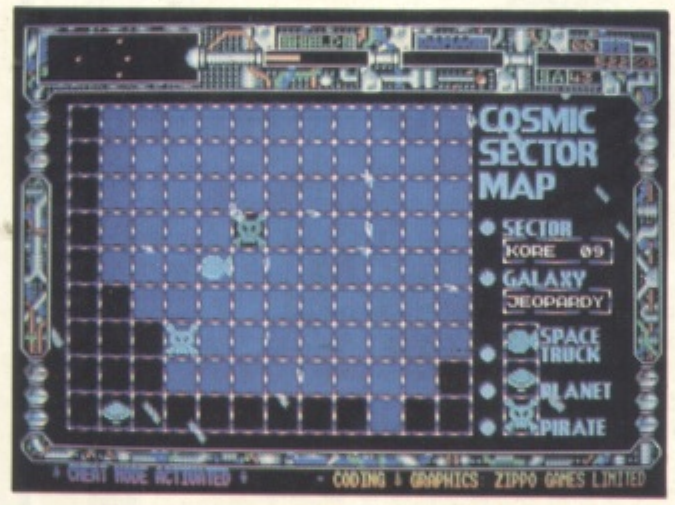


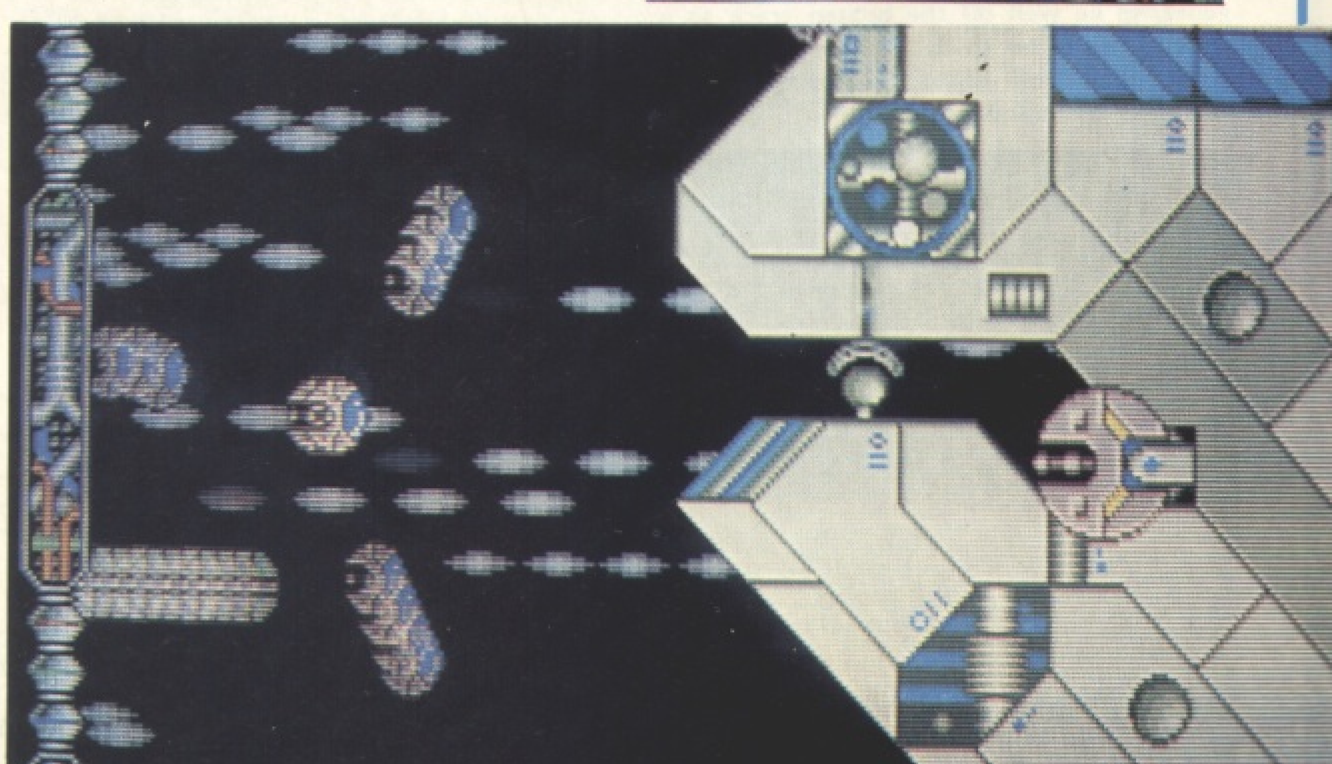
Surrounded by space debris and often misleading signposts, the floating Toll Gates are the doorways through the galaxy. Tolls vary from gate to gate, but you'll soon be put right if you approach without enough shileros. The entrance to hyperspace through the Toll Gate is one of the most spectacular visual effects in the game (next to your ship exploding, but you don't realy want to see that – do you?).

Basically, the object is to search the spacelanes for big fish-like spacetrucks such as this one. Once found, the idea is to blast the truck's moving parts and knock it out of commission. Dormant trucks are dragged back to the nest to be plundered of anything of value, with the proceeds going to the spacepirate's equivalent of a Swiss bank account. There are 26 trucks in total, some of them larger than others but all coming in the strangest of aquatic guises.



The current space sector is displayed as a squared matrix measuring 12 x 9. Subsections are colour-coded according to toll, with black sections accessed for free, but orange sections (the most expensive) charging a massive 7,000 units. The 'fish' icon represents the nearest spacetruck, the skull and crossbones icons are pirates while the planet icon is self-explantory.

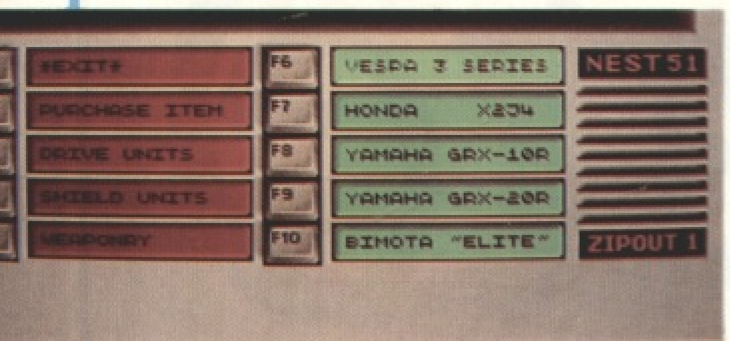


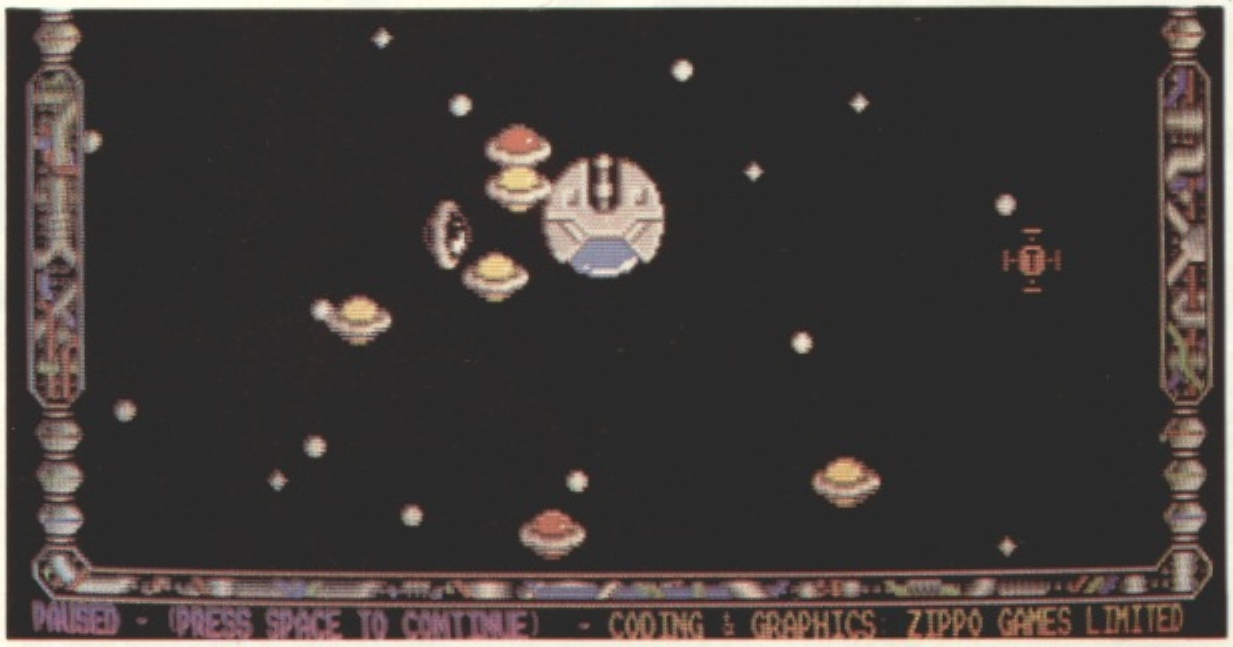


There's no rest for the wicked, as even when the spacetruck is under tow the enemy drones still attack in force. Allow yourself to breathe a little easier though, as this is a sort of bonus section where the opposition doesn't do any damage.

REVIEW







▲ Fancy upgrading to a Tesco 'Supa' shield, or an Eveready HP99 drive unit? Then this is the place to do it. Cash earned by completing successful missions can be used to buy extra weapons, power units and shields. The lower end models are easily attained after only a couple of missions, but you'll probably be approaching pirate retirement before you can afford a Sony Cutter weapons system supported by a Bimota 'Elite' drive unit.



▲ Extra points are available to pirates who venture towards the planet in their current space sector. No great danger is posed in this section, but planets generally lie well off the beaten track so a decision must be made as to whether the points gained will offset the points spent in travelling there and back.

▲ Dying aliens occasionally leave a small bonus token in their wake which should be collected for extra points and bonuses. The most frequent tokens, Yellow, add 50 points to the pirate's score, but other colours add even greater benefits; White adds a smart bomb (activated by holding down the fire button instead of tapping it); Red kills everything on screen and Black splits into loads of extra tokens. Be warned though, tokens which are not collected turn into deadly homing missiles.

▼ Piracy is literally a cut-throat business, so watch out for the appearance of rival brigands as you head towards your prey. Although the rewards for defeating a fellow pirate are incredibly high, the resulting clash is a fight to the death and should be avoided by all but the most confident of brigands. However, if you're greatly in debt to The Council at any stage you may have no choice, as your nestmates come in search of the price that's suddenly appeared on your head.

A Cosmic Pirate can best be described as a thinking man's shoot 'em up, combining tricky hand eye co-ordination with frequent bouts of crucial decision making. Borrowing a little in style from such 8-bit innovations as Morpheus and Hunters Moon, the full capacity of the more powerful machines has been used to take the concept to its logical conclusion. Presentationally, the subtle but addictive soundtrack and the stereo spot effects combine perfectly with the functional graphic style. If there is any fault to be found in Cosmic Pirate, it's the fact that there is no real goal to be reached, but looked at from another angle this just means that it could theoretically last forever. Ultimately, this is an engrossing and addictive challenge that will have you coming back for more long after flashier shoot 'em ups have been forgotten.

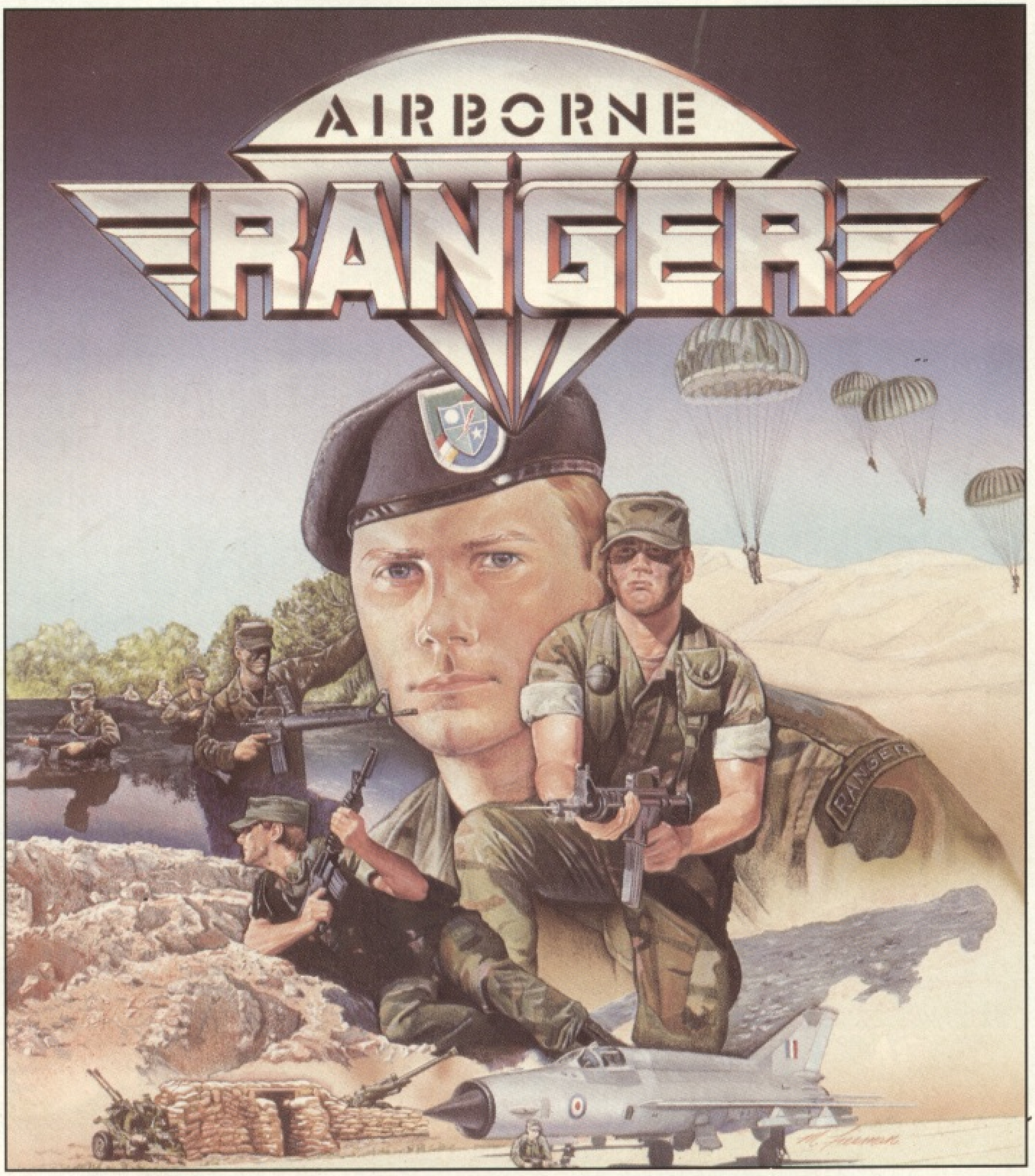
PRICE	£24.95
RELEASE DATE	Out Now
GRAPHICS	79%
SOUND	83%
PLAYABILITY	87%
VALUE	79%

OVERALL 86%

ST Because of technical limitations, Zippo has had to drop the stereo spot effects and may have to limit the number of saved games available. Otherwise the Atari version looks and feels almost identical to the Amiga and should be on the shelves within the next month.



IS REAL EXCITEMENT



PASSING YOU BY?

AIRBORNE RANGER

You are a member of the elite corps selected for your courage, ingenuity and special skills to go on the most dangerous missions. Parachute behind enemy lines armed only with a machine gun and hand grenades.

Airborne Ranger is a fast-paced action-simulation that challenges your strategic skills and reflexes. Control one soldier's battle against overwhelming odds. You can run, walk or crawl across full-scrolling 3-D terrain using trees, bushes and ravines to avoid the enemy or set up an ambush.

Whether rescuing hostages from a terrorist prison or infiltrating the headquarters of an enemy unit, every mission takes careful planning and pinpoint execution. First drop caches of weapons and first aid supplies, outmanoeuvre the enemy, then locate the pickup zone in order to reach safety. Airborne Ranger is an exciting combination of action, danger and suspense.

Now available for your Atari ST at £24.95 and Amstrad at £14.95 cassette, £19.95 disk. Also available for Commodore 64 £14.95 cassette, £19.95 disk, Spectrum £9.95 and Spectrum +3 £14.95.

MICROPROSE
SIMULATION • SOFTWARE

MicroProse, 2 Market Place, Tetbury, Glos. GL8 8DA. Telephone: 0666 54326



'THE ULTIMATE MARTIAL ARTS SIMULATION'





IK+ is now available in 16 bit format as a follow up to its No. 1 chart position on the Commodore 64.

Archer MacLean, the creator of the original I K , has completely rewritten and vastly improved the game to make IK+ the ultimate martial arts simulation.

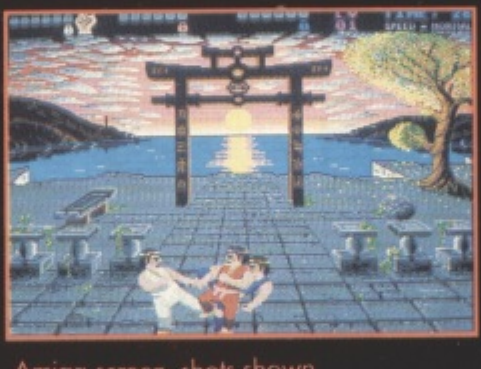
It features super smooth animation, instant response and extremely addictive all round playability. And what's more every head-butt, face slap and gut punch is accompanied by life-like digitised sound effects.

IK+ contains superb graphics and a great deal of attention has been put into the fully animated sunset – right down to the leaves falling from the tree and piling up on the ground. The fighters' shadows are even slanting away from the sun. In addition there are dozens of features, adjustable by keyboard, such as the game speed, the music volume and various secret codes.

So, if you are ready for the ultimate in Martial Arts, IK+ is for you!

Now available for the Amiga at £24.99, also available on C64 cassette and disk, Spectrum, Amstrad cassette and disk, and Atari ST.





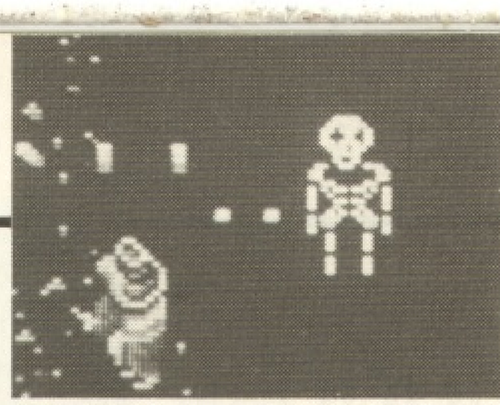
Amiga screen shots shown

© **COMPUTER GAME ARCHER MCLEAN**

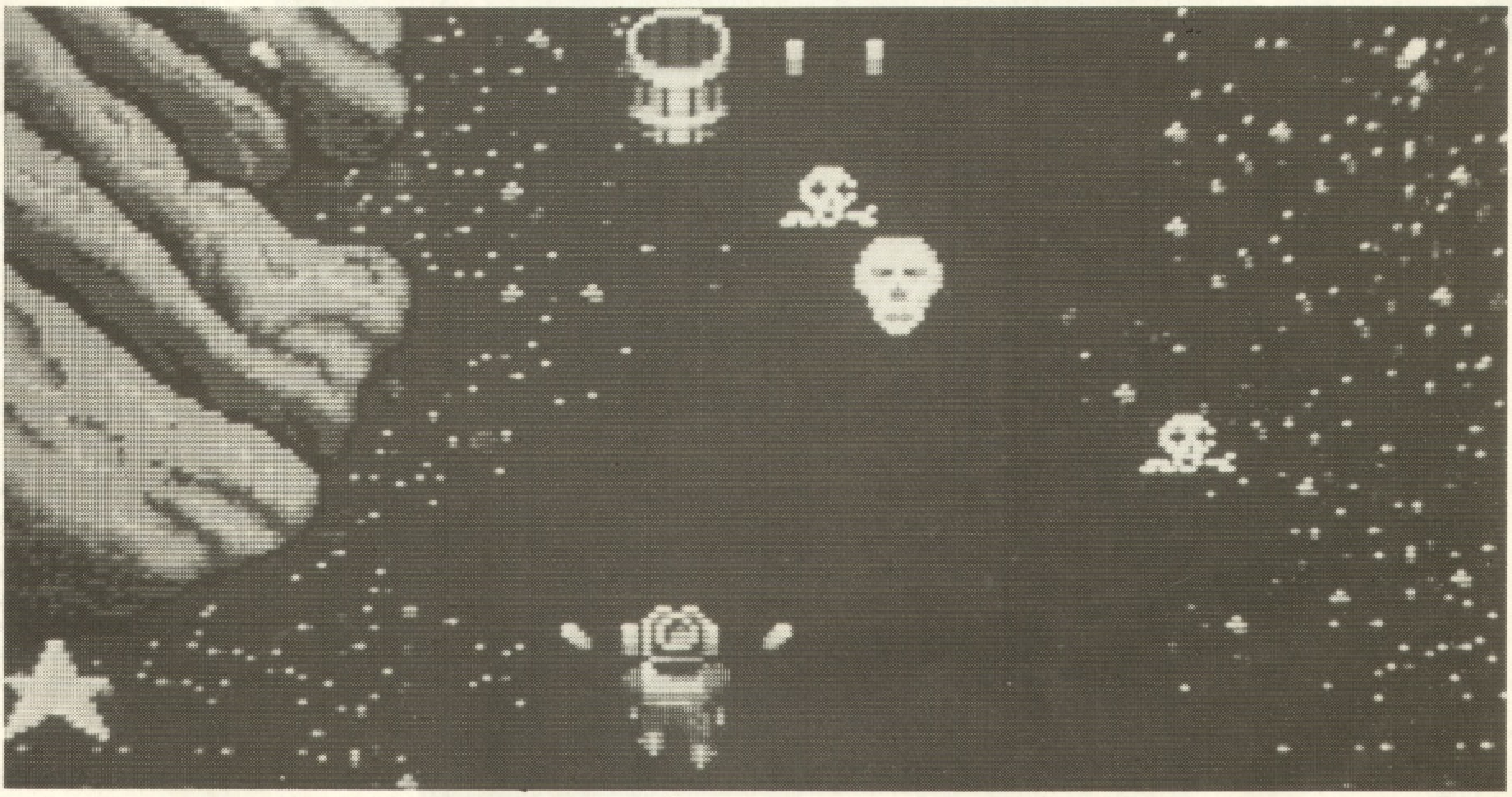
S Y S T E M 3

Consumer Enquiries/Technical Suppoort 0734 310003

Mail Order: Postronix Ltd, Nene Enterprise Centre, Freehold Street, Northampton, NN2 6EW: 0604 791771.
(Quote reference ACT I)

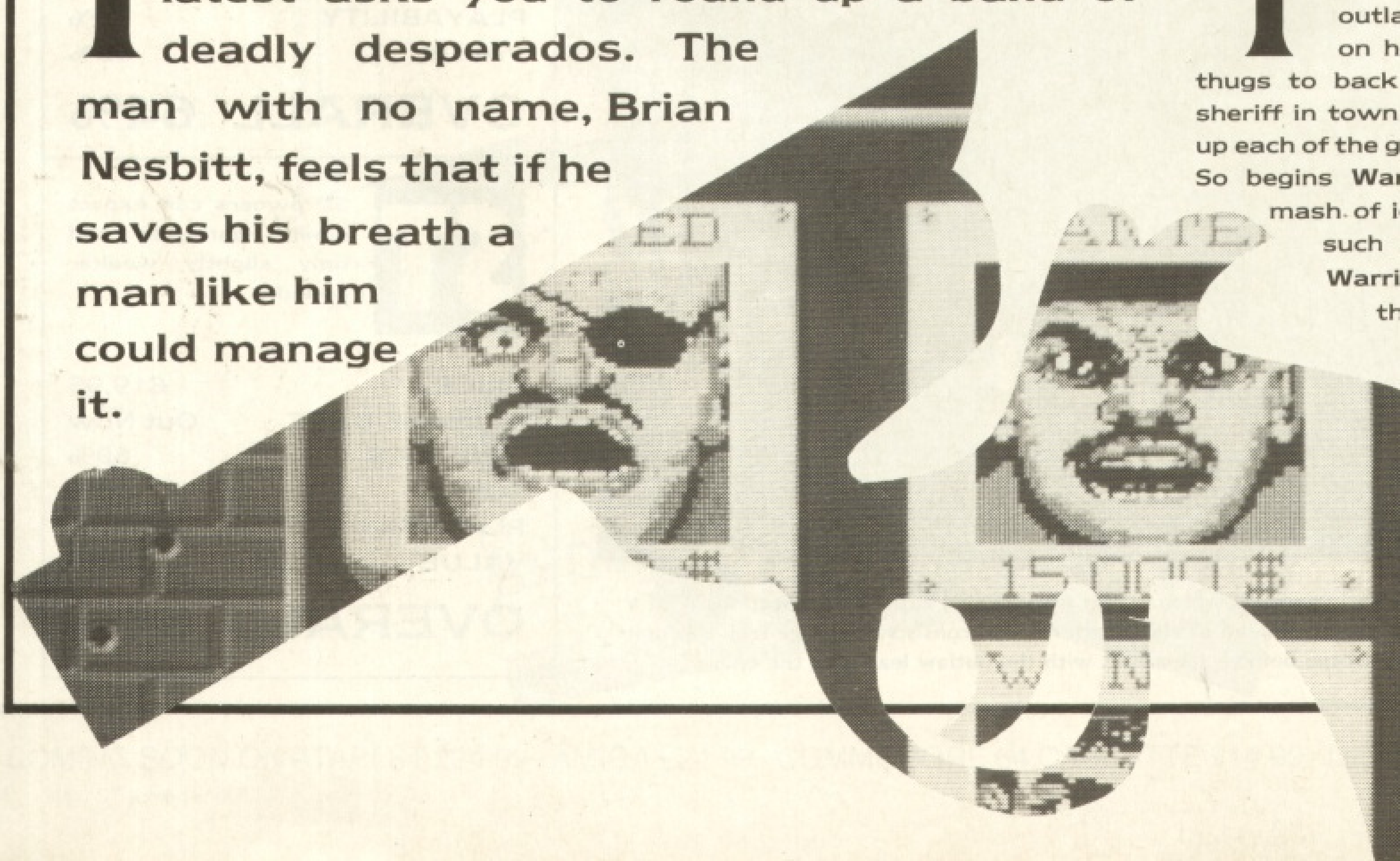


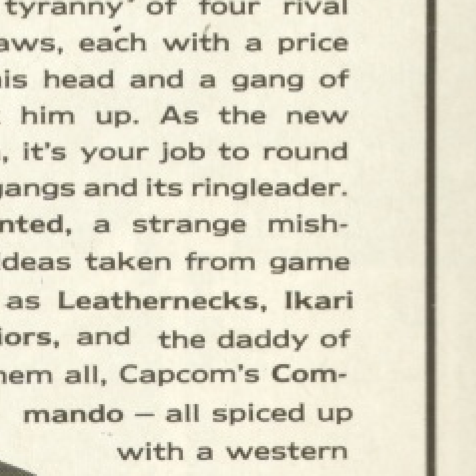
Wanted

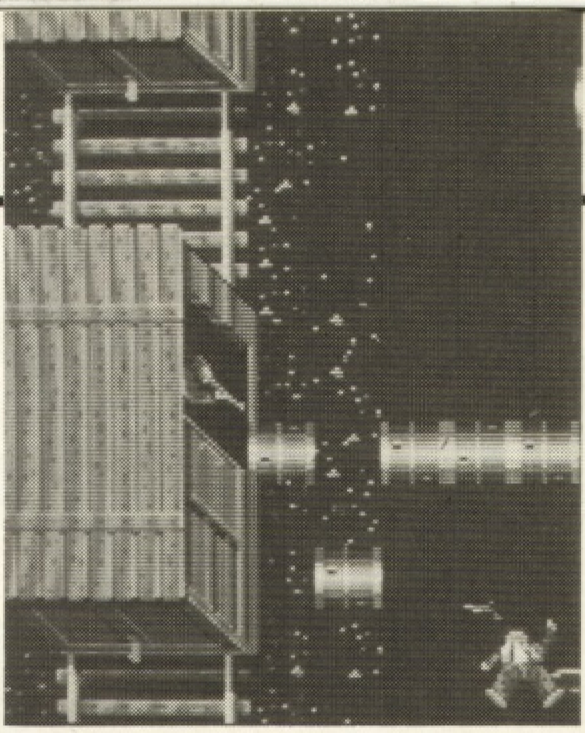


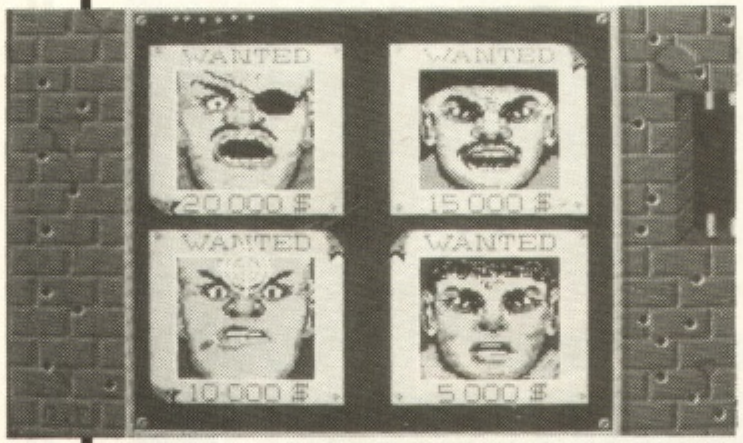
In true spaghetti tradition, Infogrames' latest asks you to round up a band of deadly desperados. The man with no name, Brian Nesbitt, feels that if he saves his breath a man like him could manage it.

1880. The crime-ridden state of Arkansas is living under the tyranny of four rival outlaws, each with a price on his head and a gang of thugs to back him up. As the new sheriff in town, it's your job to round up each of the gangs and its ringleader. So begins **Wanted**, a strange mish-mash of ideas taken from game such as **Leathernecks**, **Ikari Warriors**, and the daddy of them all, Capcom's **Commando** – all spiced up with a western flavour.

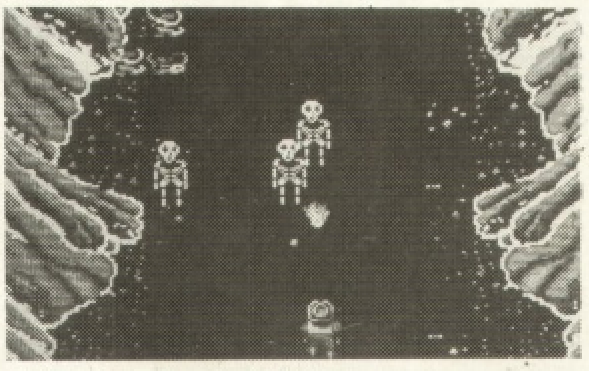






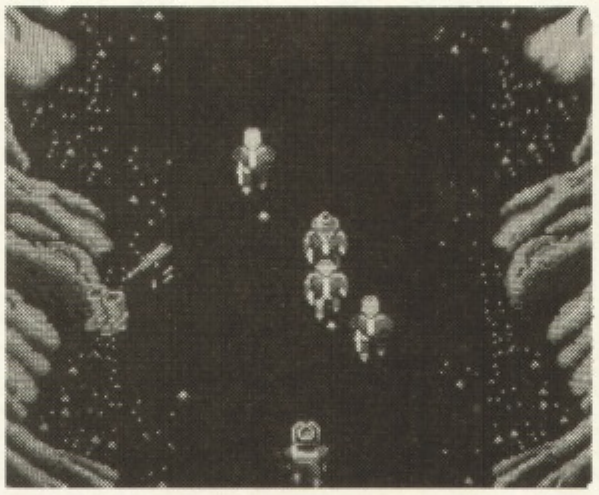


▲ **Mugshots of the four baddies in question and their respective bounties adorn the jailhouse wall, waiting for you to select one with your gunsight. Before you do that though, try your hand at making some pretty pock-mark patterns on the wall. Pay special attention to the amount of cash offered as a reward, as the meaner the baddie the higher the price – and the more treacherous the mission.**

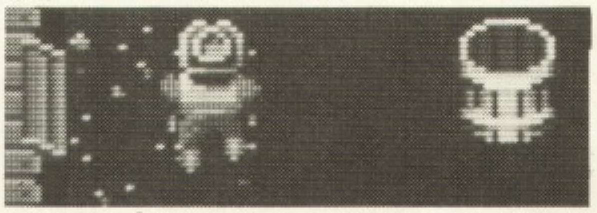


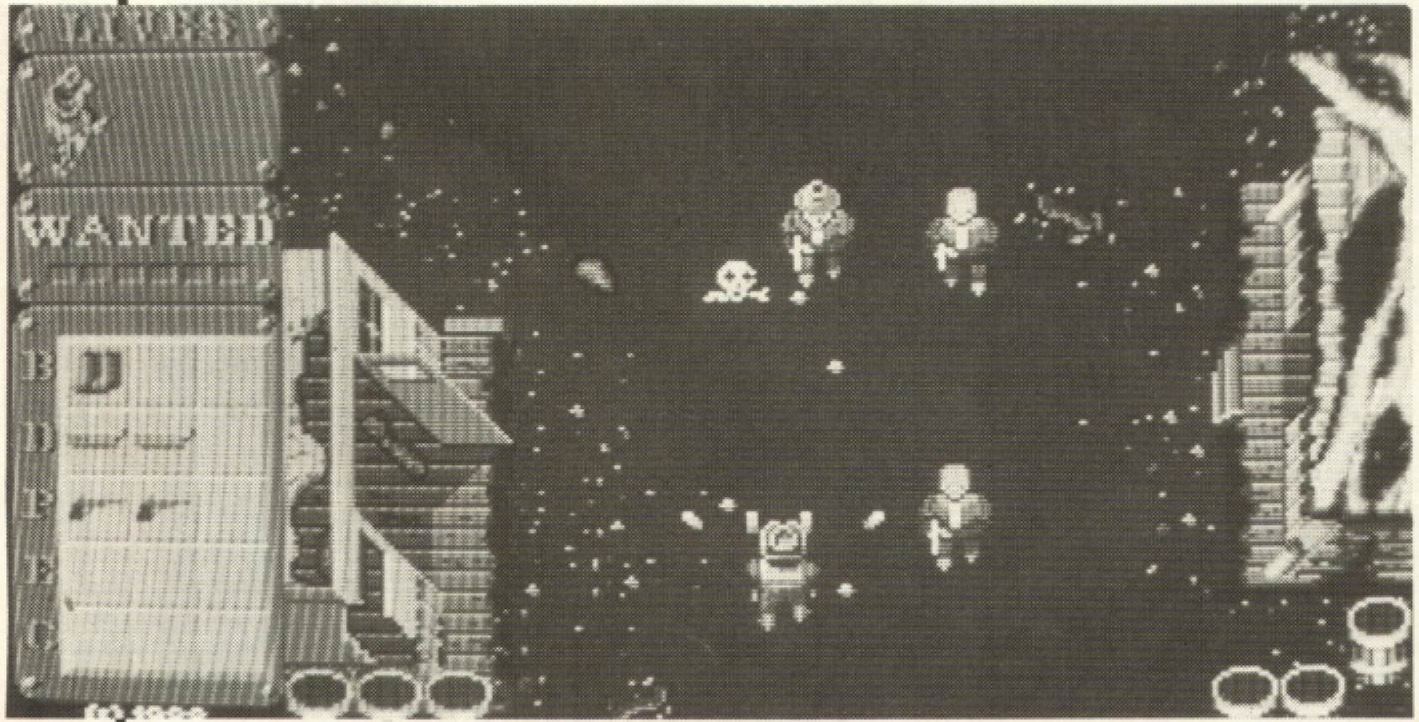
▲ **KABOOM! When the going gets tough, the tough throw dynamite. More deadly than the grenades in** Ikari **or** Leathernecks **– the dynamite acts as a smart bomb, blowing away everyone and everything unfortunate enough to be on screen at the time.**

▶ **Each gang has a particular hideout with special features and obstacles of its very own. Here you've tracked a gang down on the railroad, where gunmen wait on the sidings and lethal barells roll down the screen. Fortunately, deft use of a Colt revolver (that fires an unrealistic six shots simultaneously) will send most of the barrels flying safely backwards.**



▲ **The stationary barrels that crop up from time to time may look innocent enough, but blasting them could reveal any of a number of useful 'power ups', such as a rifle that increases your firepower, riding boots that act as a speed-up, extra ammo, an invincibility shield, a bag of gold or, if you're less lucky, a chomping skull that reduces your inventory.**





▲ **Unlike Capcom's** Commando, **which is split into several independent sections with a massive firefight at the end of each, each mission consists of a huge trek through one continually scrolling landscape before a shootout with the outlaw leader at the end.**

A

This would have been an admirable attempt at the Commando **genre, had it not suffered from so many faults. Firstly there's no simultaneous two-player option, a feature that is becoming more of a standard than a novelty in games of this type. The collision detection is suspect, and baddies can be left standing even after you're sure that you've hit them. There's also very little variety in the gameplay.** Ikari Warriors **lets you wade through rivers, blow up pillboxes, ride in tanks and so on –** Wanted **features no such frills. Holding down the fire button and avoiding the bullets seems to be enough to see you safely through the entire game no trouble, and when you do die there's an annoying wait to get control over your next man. Singularly these faults don't pose too much of a problem, but when they all appear together they add up to spoil what was potentially a very good game.**

PRICE	£19.95
RELEASE DATE	Out Now
GRAPHICS	69%
SOUND	64%
PLAYABILITY	71%
VALUE	68%
OVERALL	**64%**

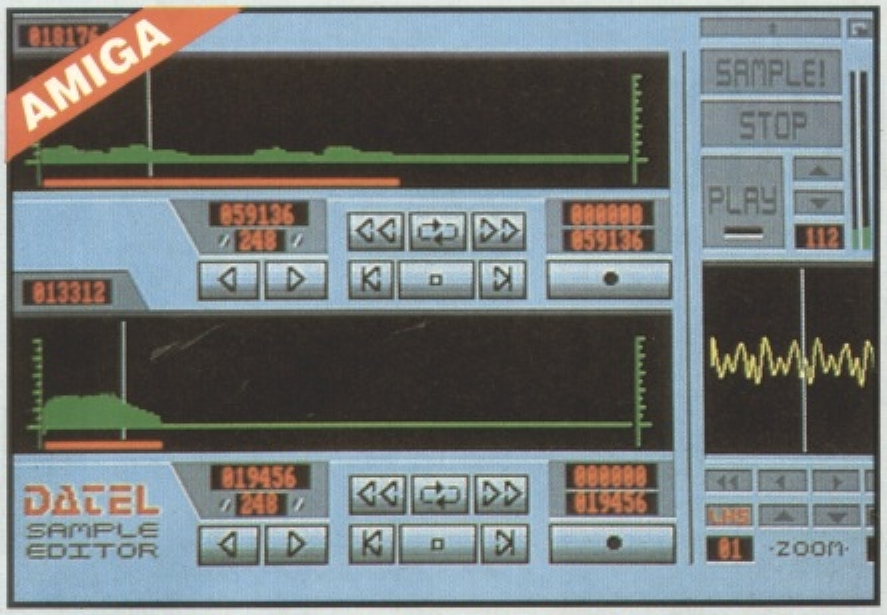
ST

ST owners can expect similar gameplay and only slightly weaker sound.

PRICE	£19.95
RELEASE DATE	Out Now
GRAPHICS	69%
SOUND	62%
PLAYABILITY	71%
VALUE	68%
OVERALL	**64%**


Weird Dreams
ddRRRRRR ring
RAINBIRD
Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.
Rainbird and Rainbird Logo are trademarks of British Telecommunications PLC.
'State of the Mind'
TODAY'S · LEISURE · SOFTWARE
RAINBIRD
SHOT
30p
COMING SOON ON ATARI ST £24.99 · AMIGA £24.99 · COMMODORE 64 CASSETTE £14.99 · DISC £19.99 · IBM £24.99
Atari ST screen shots

DATEL ELECTRONICS





AMIGA PRO SAMPLER STUDIO + DATEL JAMMER

- A top quality sound sampling system at a realistic price.
- 100% machine code software for realtime functions.
- HiRes sample editing.
- Realtime frequency display.
- Realtime level meters.
- Files saved in IFF format.
- Adjustable manual/automatic record trig level.
- Variable sample rate & playback speed.
- Seperate scroll line waveform windows plus zoom function with Edit windows for fine accurate editing.
- 3D shot of sound waveform. Wave editor to design your own waveforms or adjust existing ones.
- Microphone & line input 1/4" Jack & Din connections.
- Software files can be used within other music utilities.

To complement the Sample Studio the Datel Jammer gives you a 5 octave keyboard to play & record your sampled sounds.

FEATURES:-

- 4 track sequencer up to 9999 events.
- Tempo & Beat controls.
- Mixer Controls on Instruments.
- Load & Save sequence.
- Works on standard IFF file sounds.

ONLY £69.99 PLEASE STATE A500/1000/2000





MIDIMASTER

- Full Midi Interface for A500/1000/2000 (please state model).
- Compatible with most leading Midi packages (including D/Music).
- Midi In - Midi Out x3 - Midi Thru.
- Fully Opto isolated.
- No need to pay more - Full Midi standard.

ONLY £34.99

MIDI CABLES

- Top quality.
- 3 metre length.

ONLY £6.99 PAIR
UNBEATABLE VALUE



MIDI MUSIC MANAGER

A TRULY PROFESSIONAL MIDI PACKAGE AT A REALISTIC PRICE

- Play sampled sounds on Amiga from any Midi track.
- Full dubbing - listen to one track while recording another.
- Works with many Midi interfaces including Datel Midi Master (see Ad).
- 8 realtime Midi tracks for record/playback.
- Adjustable track length - limited only by available memory.
- Works with standard IFF files.

ONLY £39.99



1MEG INTERNAL DRIVE UPGRADE

- Replace internal 500K drive with a full 1 meg unit.
- Top quality NEC drive unit.
- Full fitting instructions.
- Easily fitted, no special skills required.
- Direct plug in replacement.
- Available now.
- When considering a drive replacement remember that quality is most important.

ONLY £79.99



DATA/SWITCH BOXES

- A/B type connect two printers to one computer or vice-versa.
- Centronics connections or RS232 Serial connections (25 pin). Please state.

ONLY £24.99

- ABC type connect three printers to one computer or vice-versa.
- Centronics or RS232 connections.

ONLY £34.99

PRINTER LEADS

- 25 pin 'D' to 36 way Centronics parallel lead. 1.2m length.
- A500 or 1000, please state.

ONLY £8.99





ST COPY - DEEP SCAN NIBBLER

- Copy an entire disk - even highly protected programmes - in under 60 seconds.
- Works with one drive or two.
- Multiple copy option allows you to make many copies from one origional.
- Copy 1 or 2 disk sides - up to 85 tracks.
- Special format parameters for non-standard formats.
- Using 1040 ST, copy a whole disk in one pass with a single drive.
- Unique 'INFO' analyser - displays vital disk parameters, including sector distribution, data dispersion, interleave status, etc., etc.
- Compatible with 520 & 1040 ST.
- Full verify option.
- Easy to use Icon driven programme takes the mystery out of disk backup.

ONLY £29.99

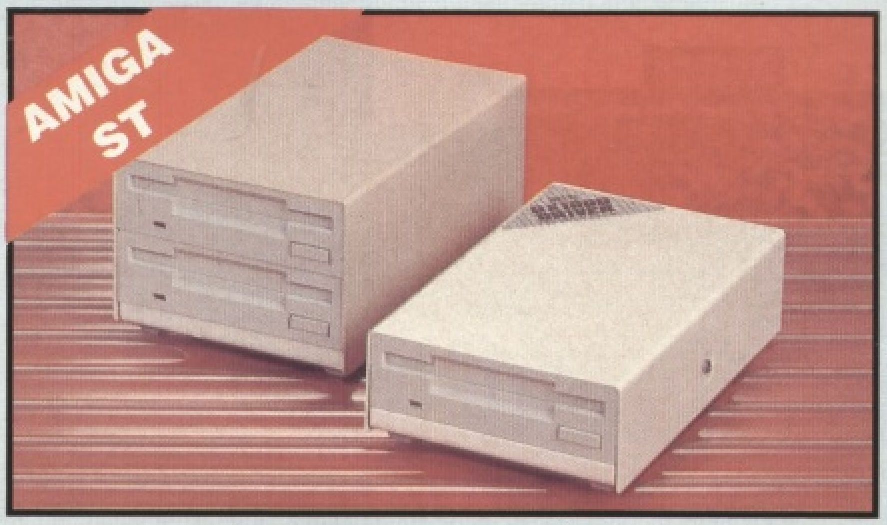
ST SUPER TOOLKIT II

- Powerfull track/sector editor.
- Displays up to 85 tracks/255 sectors. Fully menu driven.
- Huge range of features - too many to list. HiRes display (works mono only).

ONLY £14.99

DATEL ELECTRONICS

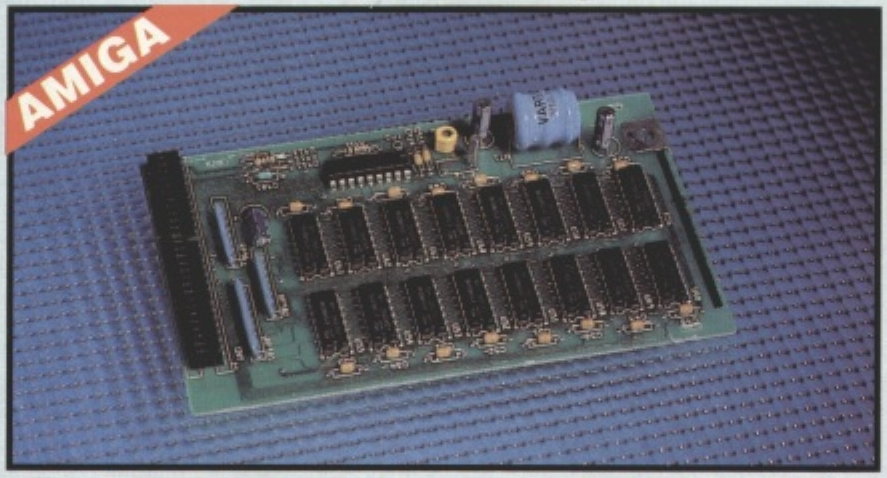
EXTERNAL 3.5" DISC DRIVE



- Slimline extra low profile unit - only 6" long!
- Top quality NEC drive mechanism.
- Throughport allows daisy-chaining other drives.
- A superbly styled case finished in computer colours.
- Fully compatible.
- 1 meg unformatted capacity.
- Good length cable for positioning on your desk etc.
- Value for money - before you buy a drive please compare the features - this drive has an NEC drive unit & is housed in a superb housing - many units available are built to a price & not a standard. Don't spend a few pounds less & end up with 'rubbish' - & remember you are buying from the manufacturer.
- Complete - no more to buy.
- Single or twin drive models available.

ONLY £89.99 SINGLE DRIVE £149.99 TWIN DRIVE (AMIGA ONLY)

ADD £5 FOR COURIER DELIVERY IF REQUIRED



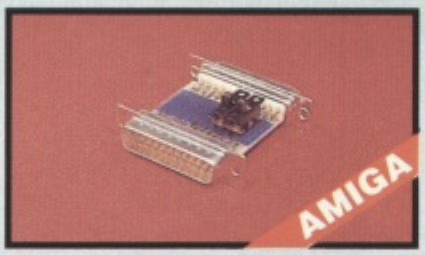
512K RAM EXTENSION CARD

- Available with/without calender/clock option.
- Simply plugs internally into A500 slot.
- Switch in/out with switch supplied.
- Fitted in minutes - no soldering etc.
- Accepts 41256 DRams (zero K fitted).
- With calendar/clock onboard time/date automatically booted.
- Battery backed to retain time/date.

ONLY £19.99 FOR STANDARD CARD TO ACCEPT 512K

ONLY £34.99 FOR VERSION WITH CLOCK/CALENDAR

PHONE FOR LATEST FULLY POPULATED BOARD / RAM PRICES.



EXTERNAL DRIVE SWITCH

- Switch in/out of external drives.
- Save on memory allocated for drives not currently in use.
- DF1 & DF2 controlled.

ONLY £9.99



REPLACEMENT MOUSE

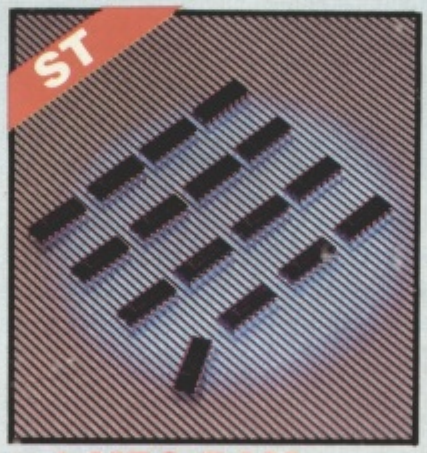
- Fully Amiga/ST compatible.
- Rubber coated ball.
- Optical type.

ONLY £24.99

SPLITTER LEAD

- Allows joystick & mouse to be connected to same port.

ONLY £4.99



1 MEG RAM UPGRADE KIT

- Complete kit to fit internally into 520 STFM.
- 512K of FASTRAM to bring your 520 upto a full 1040K!!
- Fitting is a straightforward soldering job - achieved by anyone who has a little experience.
- Makes unit fully 1040 Ram compatible.
- Complete with illustrated instructions.

ONLY £99.99

SOLDER/ DESOLDER KIT

- If you wish to do your own Ram upgrade then we can supply the tools.
- Quality soldering iron plus a desolder sucker tool & solder.
- Usefull for many other jobs.

ONLY £9.99



MARAUDER II

QUITE SIMPLY THE BEST DISC COPIER AVAILABLE FOR THE AMIGA (ALL MODELS)

- Superfast disc copier will copy almost any commercial disc.
- Friendly user Interface - Mouse driven throughout.
- Completly compatible with Amiga multitasking system.
- Even decrypts many encoded programs including D. Print/Video/ Paint/Music/II etc.
- Supports up to 4 drives simultaneously for multple copies.
- Special 'Strategy Files' cope with even the most advanced protection schemes.
- Now shipping the latest version.
- Fast option - typically around 80 seconds.
- USA's top selling copier.

ONLY £29.99 POST FREE

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE	BY POST	FAX
0782 744707 24hr Credit Card Line	Send cheques/POs made payable to "Datel Electronics"	0782 744292 UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATEL ELECTRONICS

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY	TECHNICAL ONLY
0782 744707	0782 744324

ACE 1





Brian Nesbitt trades his bifocals for a pair of Aviator Ray-Bans and heads for the coast...

California

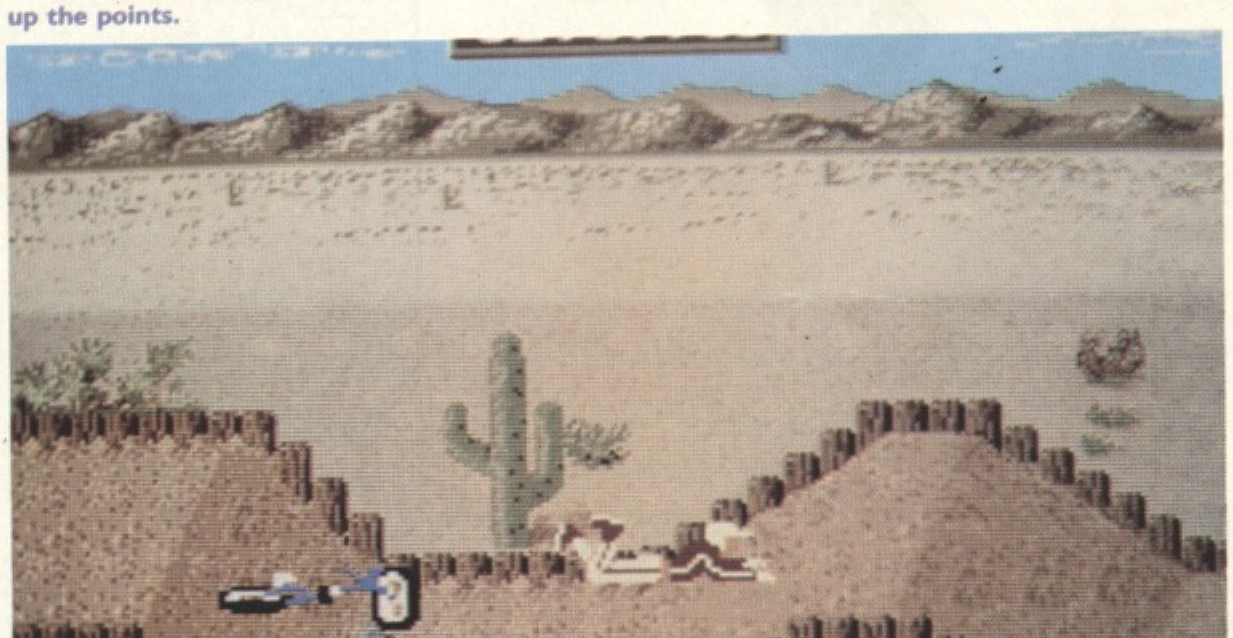
I'ts almost six years since America witnessed the advent of Epyx's near-legendary **Games** series. The eight events of **Summer Games** were all as playable as they were visually and aurally impressive.

Most importantly, **Summer Games** marked the arrival of a sports simulation radically different from the more aggressive likes of, say, Konami's **Track And Field**. More interaction and skill is required than merely vigorously shaking the joystick.

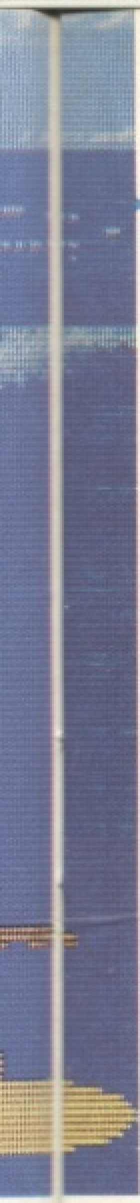
An equally astounding sequel followed nearly two years later, but it wasn't until the arrival of the snow-bound **Winter Games** that 16-bit owners got to get to grips with this unique collection of mini-simulations.

The ice and snow featured less prominently in their last addition to the series. **World Games**, and in total contrast Epyx has now brought us to the clammy clime of California and six new events.

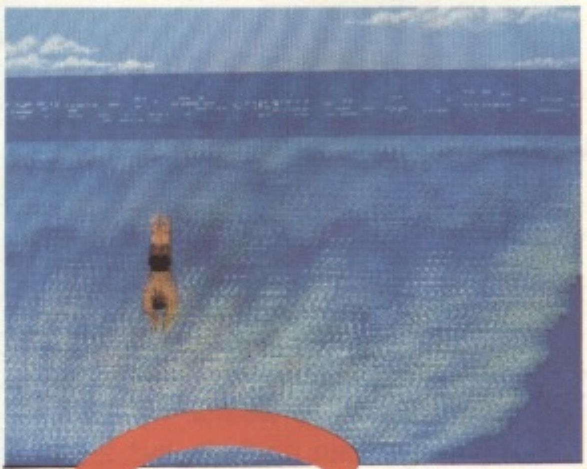
BMX BIKE RACING. It may be a little old-fashioned nowadays, but Bicycle Motorcross is still a fun-packed and exciting sport. Set on a hazard-filled course in the Californian desert, this event demands, speed, timing and a lot of endurance to make it across the bumps and dips (or whoop-ti-dos as they're known over there). Plenty of cheeky stunts pump up the points.

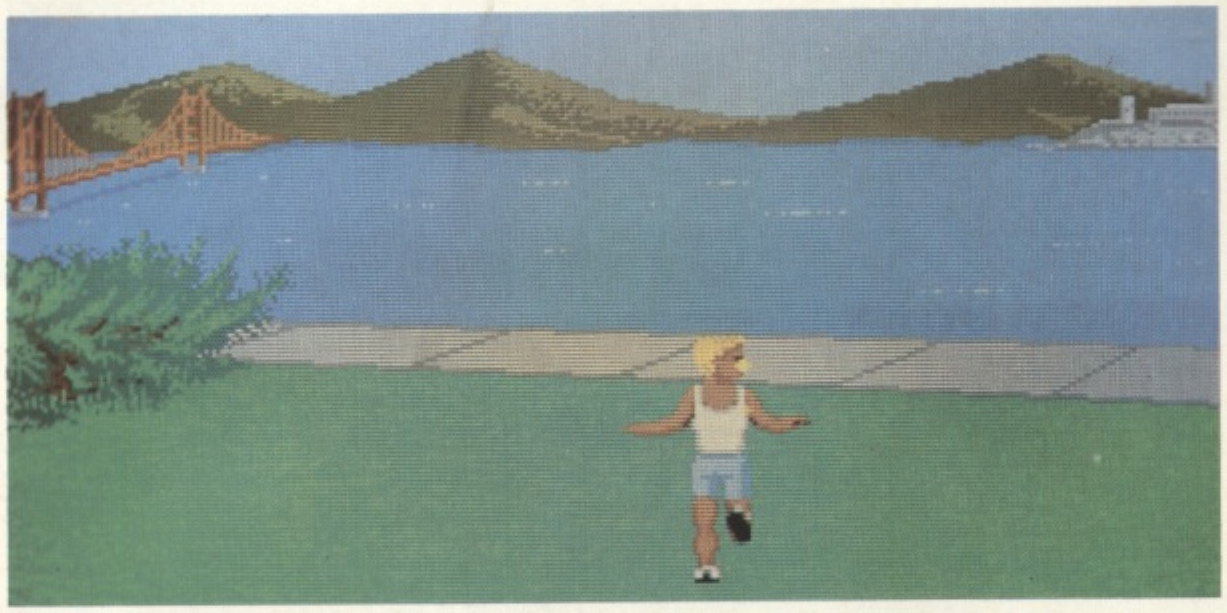






SURFING. Get down for an awesome cutback with the white water breaking from both sides. Points are scored for 'use' of the wave: that is how long you stay aboard, how many turns you make and how long you stay 'in the tube'. 'Catching air', or jumping on and off the board, also impresses the five judges whose individual marks are averaged out to result in your final score.





FOOT BAG. Also known as 'hackeysacking', this event involves juggling a small bean-filled sack using any part of the body except the hands. Points are scored for keeping the sack in the air and for performing yet more 'stunts' including Half Axles, Full Exles, Horseshoes, Jesters and Double Arches. Extra points are awarded for performing a variety of stunts within the time limit.

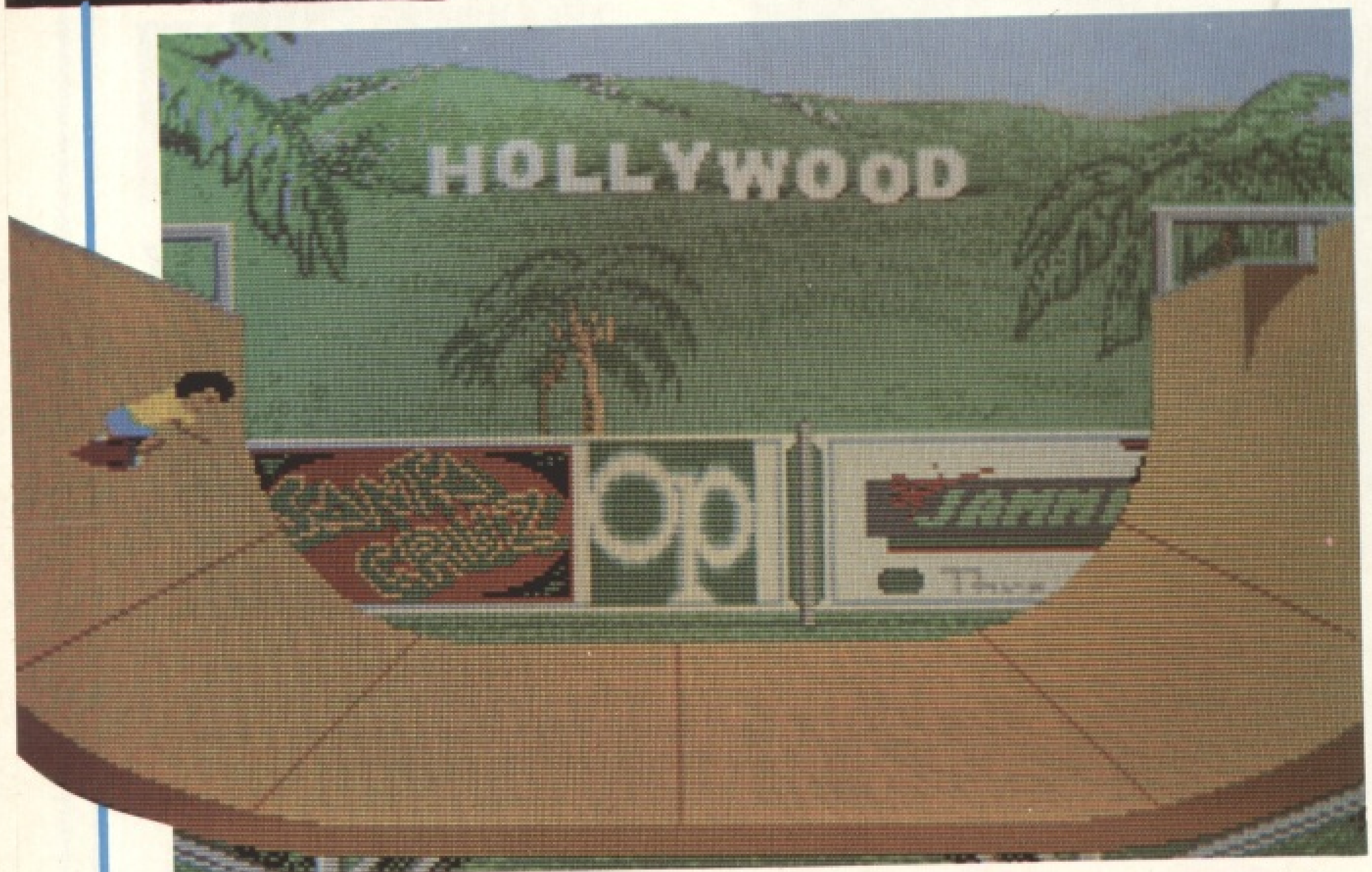
a Games

FLYING DISK. When Mr Frisbie started his pie company late last century, he probably never dreamed that his name would become more famous for the plates that his wares were baked on than for the pies themselves. But that's exactly what happened as Yale University students began tossing the tin dishes to one another and invented the world famous sport of 'Frisbee' throwing. The name has changed a little and a few rules have been added, but basically this event involves nothing more complex than tossing and catching a Frisbee along the length of a field. Points are scored for accuracy of throw and the catcher's skill, which is why a diving catch is worth more than a simple standing effort.







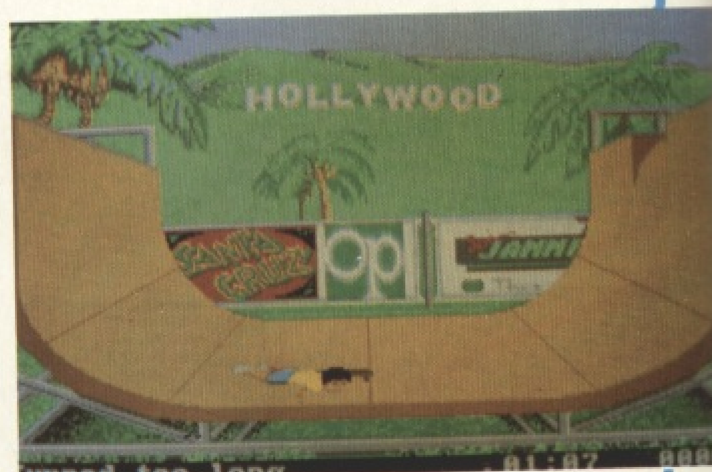


HALF PIPE SKATEBOARDING. One minute and 15 seconds of rad wheel-spinning kicks off the games, with competitors scoring points for flashing style and cunning stunts. Speed builds up as the player rolls from side to side, with stunts executed when the desired speed has been reached. Only two falls are allowed, with topple number three sending the player off to spectatorville.





ROLLER SKATING. Take a glide along the boardwalk with the wind in your hair and four wheels on each foot. Gain speed and then score points for avoiding or jumping obstacles. Extra points are scored for skaters with the grace and poise to achieve spins and spinning jumps.



A It seems that no real attempt has been made to take advantage of the Amiga's massive capabilities as this looks remarkably like the C64 original. The Epyx's **Games** series has always been comparitively weaker on the 16-bit machine than on 8-bit, but this is the poorest showing to date. The only graphic saving grace is the bright colour scheme in keeping with the summery setting, but surely detail and smooth animation should have been the order of the day. Sound? Yes, there is some, but even this is nowhere near as impressive as it should have been. Most events are accompanied by a throbbing soundtrack, along with spot effects which seem to have been tacked on as an afterthought, but even this is only occasionally amusing and more often than not uninteresting. The most important aspect, the gameplay, is slick – on a par with its predecessors' – but at times it's difficult to stop yourself thinking 'there's no reason why this game should look and sound so.... 8-bit!' Maybe Epyx will come up with a truly 16-bit 'Games' package next time.

PRICE	£19.99
RELEASE DATE	Out Now
GRAPHICS	41%
SOUND	52%
PLAYABILITY	76%
VALUE	68%

OVERALL 71%

ST You'll probably still be shivering when this one arrives as it's due out sometime in early March at the latest. Timing apart, the ST games are likely to be exactly the same in most aspects: namely graphics, sound, playability and even price.

5224 0038 6654 9155 11/89

Ft

BN229AD

Castle Computers

NOW TAKEN ACCESS & VISA

CASTLE HOUSE
11 NEWCASTLE STREET
BURSLEM
STOKE-ON-TRENT
TEL: 0782 575043
(10 LINES)

ATARI ST SALE TIME

Amazon	3.00
American Pool	5.00
Army Moves	6.00
Bermuda Project	6.00
Bionic Commando	11.00
Backlash	7.00
Basketball (GFL)	6.00
Bards Tale	15.00
Cybernoid	12.00
Clever & Smart	5.00
Champ Wrestling	5.00
Catch 23	6.00
Dark Castle	6.00
De Ja Vu	9.00
Elf	6.00
Exolon	11.00
Double Dragon	12.50
Empire Strikes Back	12.00
Enduro Racer	5.00
Enforcer	5.00

F16 - FALCON
RRP £24.95 OUR PRICE £14.95

Flying Shark	12.50
GFL Football	7.00
F15 Strike Eagle	9.50
Fish	12.50

THE ST SALE

Gauntlet 2	12.50
Garfield	12.50
Gauntlet (1.8 tos)	5.00
Game Over 2	13.00
Hard Ball	6.00
Night Hunter	13.00
Hot Ball	14.50
Helter Skelter	9.50
Hostages	14.75
Inter Karate	5.00
Inter Karate +	12.75
Indoor Sports	7.00
Karate Kid 2	7.00
Kennedy Approach	14.50

PAINTWORKS OUR SALE PRICE **£7**
RRP £34.95

Purple Saturn Day	14.95
Puffy's Saga	12.90
Pink Panther	5.00
Passengers on Wind	4.00
Pinball Factory	6.00
Operation Wolf	12.75
1943	12.50
Overlord	12.00
Bismark	14.95
Night Raider	12.50
Nebulus	12.95
North Star	5.00

MASSIVE SAVINGS ON ATARI ST

Marble Madness	10.00
Mortville Manor	14.50
Menace	12.75
Mindfighter	7.00
L'Affaire	4.00
Perry Mason	6.00
Rambo 3	12.50
Rana Rama	6.00
Rogue	6.00
Rampage	5.50
Sky Rider	3.00
Shuffleboard	3.00
Strike Force Harrier	6.00
Sky Chase	8.00
Shanghai	5.00
Trauma	3.00
Super Huey	5.00
Whirligig	8.00
Winter Olympiad 88	7.00
Zynaps	12.50
Warzone	3.00
Trash Heap	3.00
Tetris	6.00
Trantor	5.00
Track Suit Manager	12.75
Tau Ceti	3.00
Victory Road	11.95
VMS Vietnam Scenario	8.00
Sargon 3 Chess	10.00

ATARI ST MEGA SALE

Stellar Crusade	15.00
Super Cycle	5.00
Sundog	5.00
Summer Olympiad	7.00
Stock Market	7.00
Star Ray	11.00
Speed Ball	14.95
Sinbad & Throne of Falcon	8.00
Super Sprint	5.00
Super Hang On	12.50

KILL DOZERS £5.00
ELIMENTAL £5.00

Tanglewood	8.00
Crazy Cars 2	14.95
Lombard RAC	14.95
Batman 2	12.95
R-Type	13.95
Afterburner	12.95
Robocop	12.95
Hacker 2	4.00
Hacker	4.00
Borrowed Time	4.00

MASSIVE SAVINGS! SALE TIME AT CASTLE COMPUTERS

SALE TIME

SALE TIME

AMIGA MEGA PRICES

Sword of Sodan	18.95
Arkanoid 2	7.00
Alien Strike	3.00
Arcade Classics	5.00
Bermuda Project	7.00
Bards Tale 1	15.00
Bards Tale 2	15.00
Bionic Commando	12.00
Battle Chess	15.75
Ball Raider	3.00
Beauracracy	7.00
Black Jack Academy	8.00
Black Shadow	3.00
City Defence	5.00
Cogans Run	5.00
Computer Hits 2	9.00
Chessmaster 2000	15.00
Diablo	3.00
Driller	10.00
Dungeon Master (1 meg)	13.00
Empire Strikes Back	12.00
Elf	5.00
Emerald Mine	6.00
Ebon Star	7.00
F16 Falcon	19.95
Faery Tale Adventure	10.00
Flight Path 737	5.00
Fortress Underground	5.00
Fusion	15.00

AMIGA SPECIAL OFFERS

Ferrari Formula 1	15.00
Fire Power	10.00
Gee Bee Air Rally	9.00
Growth	7.00
Garrison	15.00
Giganoid	6.00
Grand Slam	4.00
Galactic Invasion	7.00
Helter Skelter	9.00
Hacker 1	3.00
Hacker 2	3.00
Hollywood Poker	5.00
Insanity Fight	6.00
Iridon	5.00
Interceptor	15.50
Indoor Sports	8.00
International Soccer	12.50
Jewels of Darkness	5.95
Jigsaw Maniac	3.00
Quasimodo	3.00
Leather Goddess of Phobos	6.00
Lurking Horror	7.00
Mindshadow	3.00
Marble Madness	9.00
Mortville Horror	9.00
Major Motion	6.00

MUSIC STUDIO £9.00
SAVE £25.00

AMIGA SPECIALS

Fed of Free Traders	19.95
Manhattan Dealers	11.95
Nord & Burt	6.00

OUTRUN ONLY
RRP £19.95 £10
MANY THANKS TO US GOLD FOR THEIR HELP

Op Wolf	14.95
Lurking Horror	7.00
Power Play	8.00
Pinball Wizard	5.00
Quadralien	7.00
Romantic Encounters	9.00
Rocket Ranger	18.95
Space Port	3.00
Star Ways	3.00
Sex Vixens from Outer Space	19.95
Sherlock	7.00
Space Fight	3.00
Summer Olympiad	7.00
Sky Chase	9.00
Space Station	3.00
Strike Force Harrier	6.00
Shooting Star	3.00
Strange New World	5.00
SDI Mirrorsoft	10.00

AMIGA SPECIALS

TV SPORTS FOOTBALL £20

Tetris	5.00
Thunder Boy	3.00
Three Stooges	9.00
Time Bandit	7.00
Tracers	9.00
Thexder	8.00
Terrorpods	9.00
Whirligig	9.00
Robocop	15.95
Phantom Fighter	14.50
Lombard RAC	14.50
Speed Ball	14.50
Ultimate Golf	16.00
Obliterator	9.00
Barbarian (Psy)	10.00
Barbarian 2	15.00
GFL Basketball	7.00
GFL Baseball	7.00
GFL Football	8.00
Motor Massacre	15.00
Techno Cop	15.00
Dungeon Master (A500)	15.95

Please Note: The games listed are clearance games. We stock all the latest software so give us a ring now on 0782 575043.

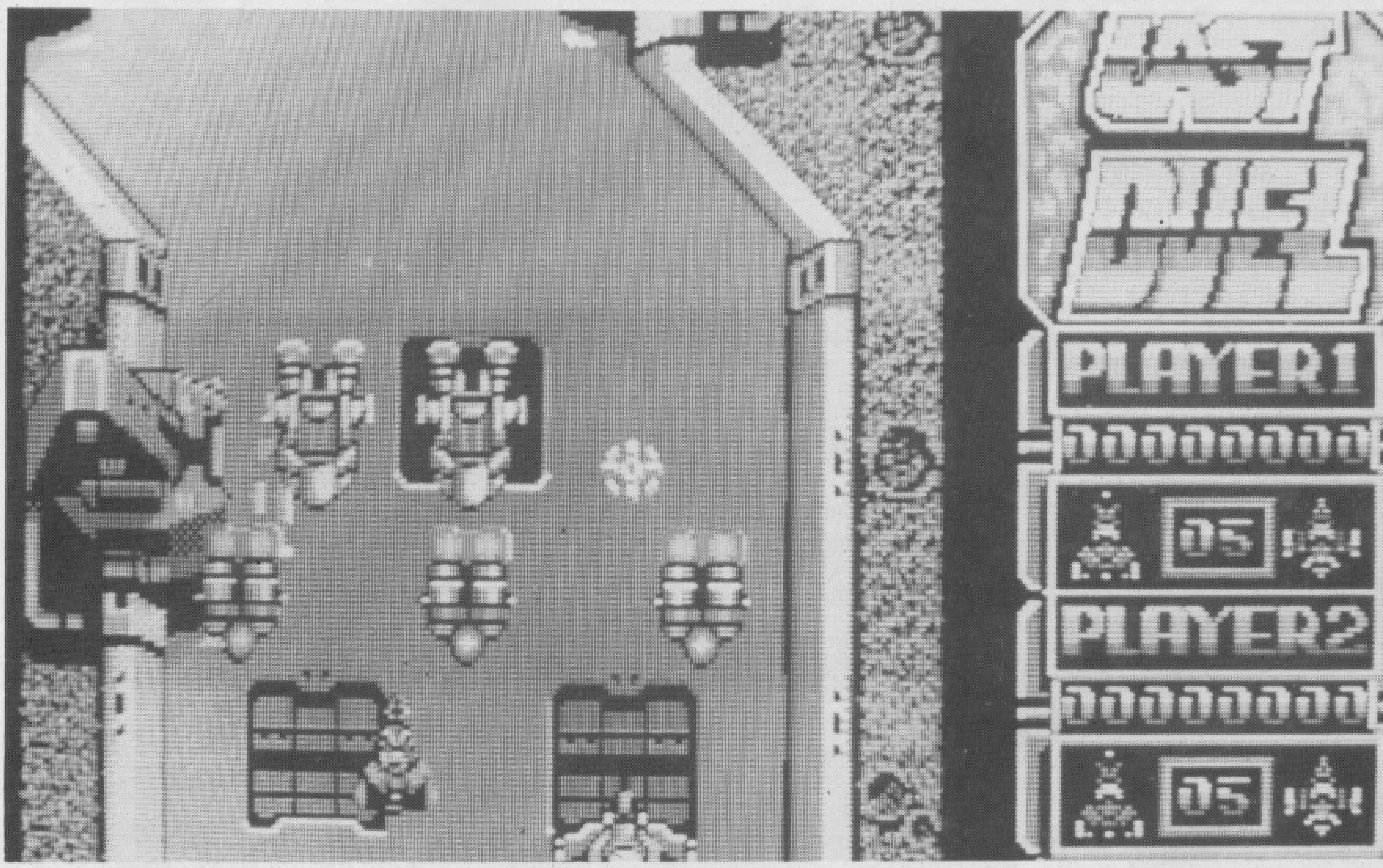
Any game not released will be sent on the day of release.
These are mail order prices only.

CASTLE COMPUTERS

THE COMPETENT MAIL ORDER COMPANY

Last Duel

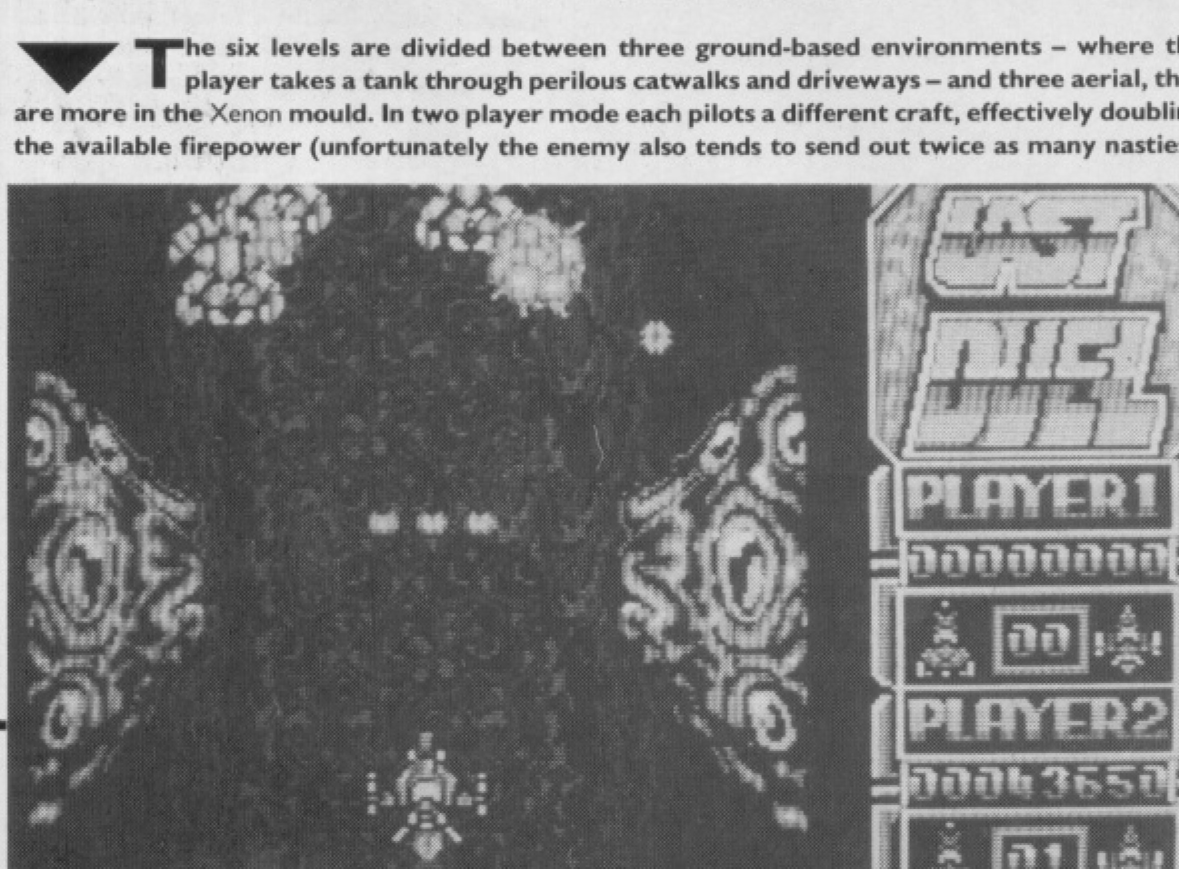




▲ **The first level features hazardous holes which must either be avoided or leapt over with a nifty vertical thrust manoeuvre.**

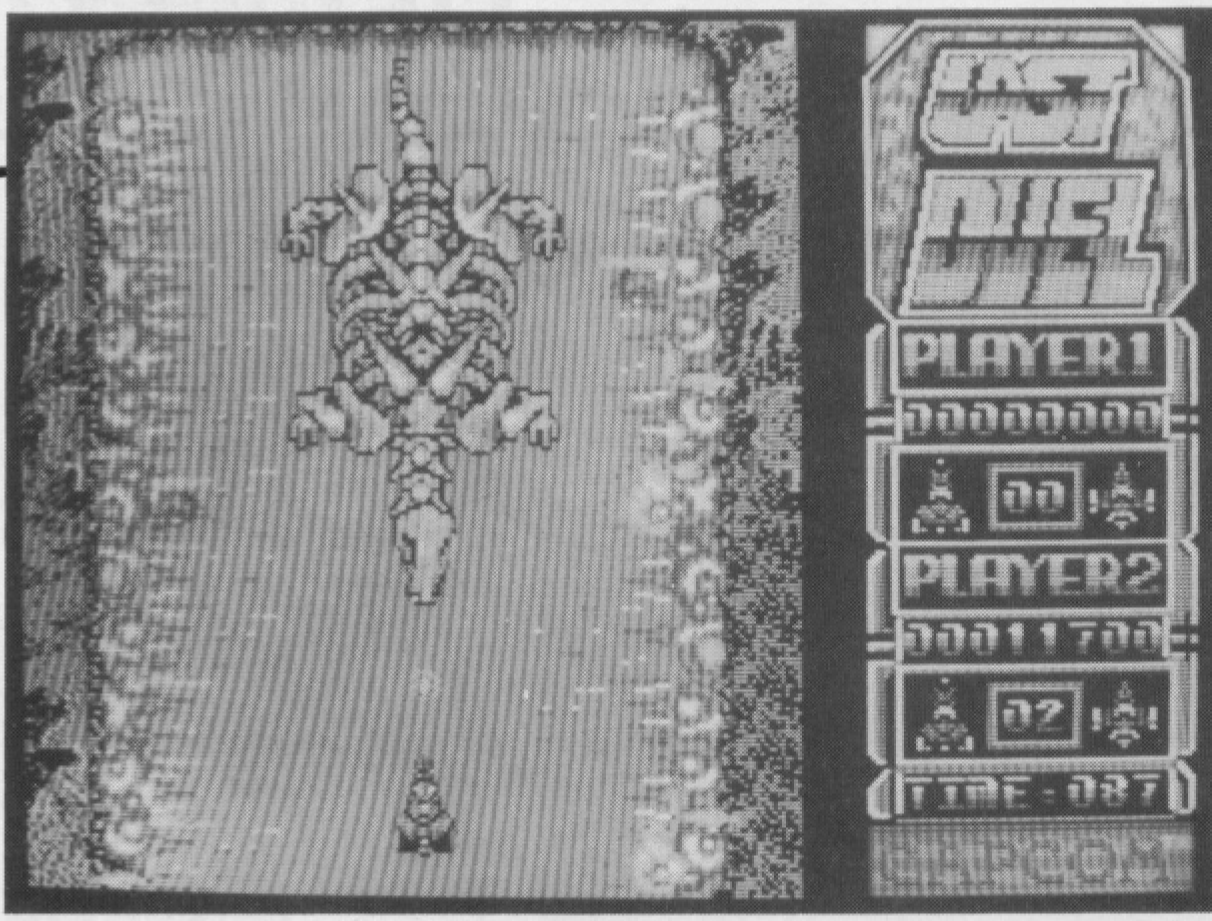
Gary Whitta rushes into Go!'s latest vertically scrolling venture to find out if there is life after Xenon.

▼ **The six levels are divided between three ground-based environments – where the player takes a tank through perilous catwalks and driveways – and three aerial, that are more in the Xenon mould. In two player mode each pilots a different craft, effectively doubling the available firepower (unfortunately the enemy also tends to send out twice as many nasties).**

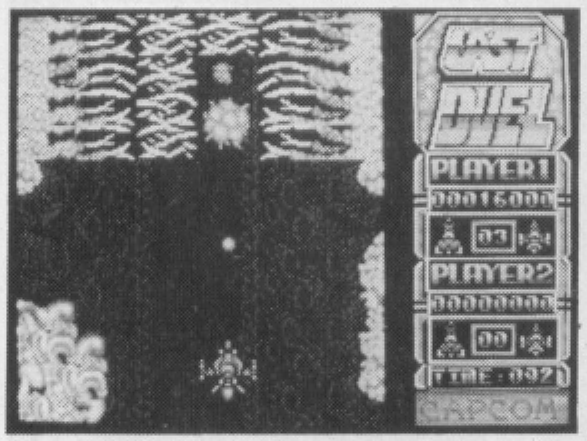


As far as vertically-scrolling progressive shoot 'em ups go, The Bitmap Brothers' **Xenon** is arguably the standard by which others are judged. Perhaps that's why after its appearance early last year, the deluge of vertical scrollers stopped suddenly as programmers must have thought to themselves 'we can't top that'. Go!'s **Last Duel** is one of the first of the type to attempt to pose a real challenge.

Subtitled 'Inter Planet War 2012', the plot revolves loosely around two rival planets, one of whom has had its Queen, Sheeta, kidnapped by the other. After being bungled into a state of the art fighter ship, you're sent off to the warmongering planet to get her back.

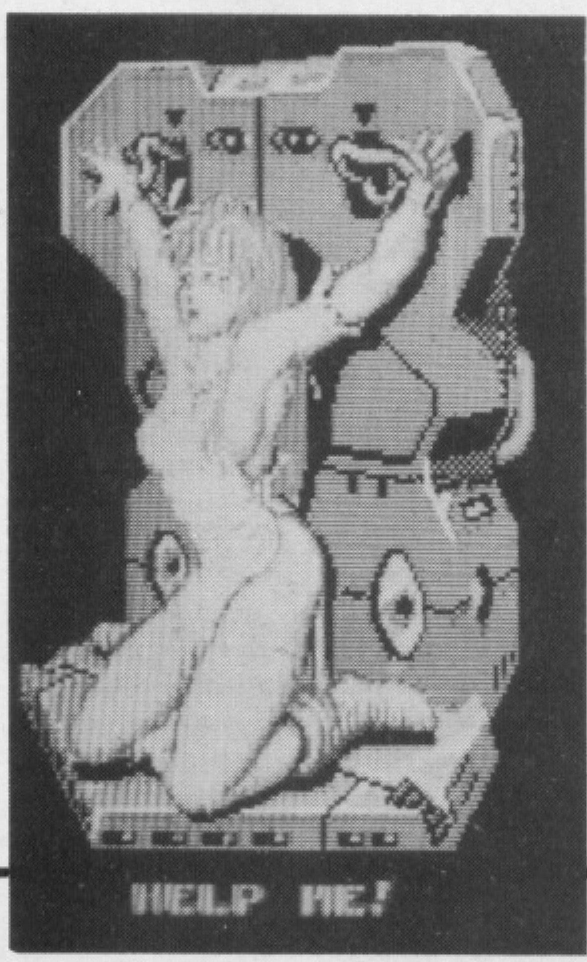


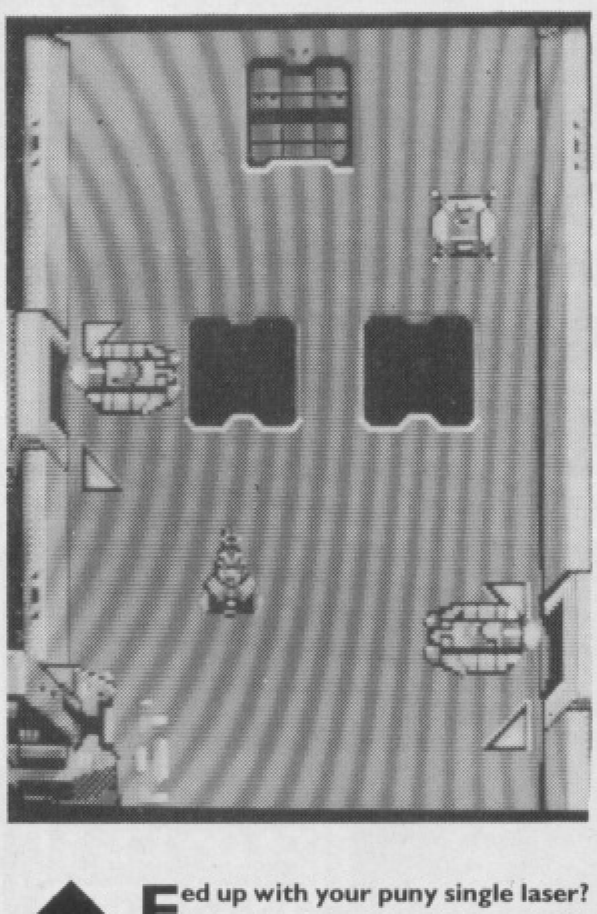
Just one of the mean'n'moody end-of-level guardians. Like most games of this type, defeating the bad guy is a matter of repeatedly pounding him with laser fire until it can take no more. This is unfortunately not quite as impressive a sight as it could have been.



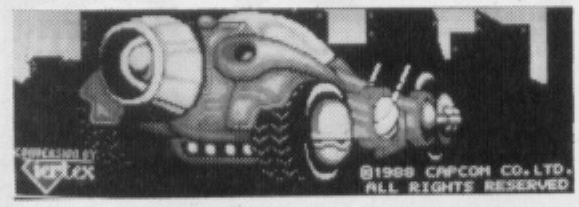
Blasting through the bio-mechanical Level Four, where the snake-like nasties that appear from slime-ridden orifices in the cavern walls bear an uncanny resemblance to those seen in the vertical sections in Konami's Salamander. Either knock out the nasties as they appear, or aim directly at the generators themselves and put an end to their alien producing days.

"Save me!" The voluptuous Queen Sheeta appears at the beginning of the game (and also between levels), flashing her legs and fluttering her eyes to egg you on through the game.





Fed up with your puny single laser? Then knock out the flying satellites for some handy lettered power-ups. There's a different set of weapons for both types of craft, and including a natty crosshair sight, three way firing and side lasers.



A

Last Duel isn't a bad attempt at a shoot 'em up. Tiertex has done a good job of converting a none-too-impressive coin-op, but the gameplay suffers due to a few faults. Firstly the collision detection isn't very accurate, causing the player to tumble through a hole in the road without good reason. More importantly, the gameplay is very slow (even on the later levels) and there's never any really frantic action. The simultaneous two-player option doesn't help matters as the small playing area makes things very cluttered. On the plus side there's an atmospheric theme tune and bouncy in-game jingles that add to the game, but not enough to redeem it. If you've already got Xenon or Sidewinder you'll be used to classier shoot 'em ups than this by now.

PRICE	£19.99
RELEASE DATE	February
GRAPHICS	60%
SOUND	70%
PLAYABILITY	58%
VALUE	52%

OVERALL 61%

ST

The gameplay here is exactly the same as the Amiga's, although it does seem to move at a slightly faster pace. The sound, however, is weak, with the Amiga's atmospheric music notable by its absence.

PRICE	£19.99
RELEASE DATE	February
GRAPHICS	63%
SOUND	54%
PLAYABILITY	61%
VALUE	52%

OVERALL 60%

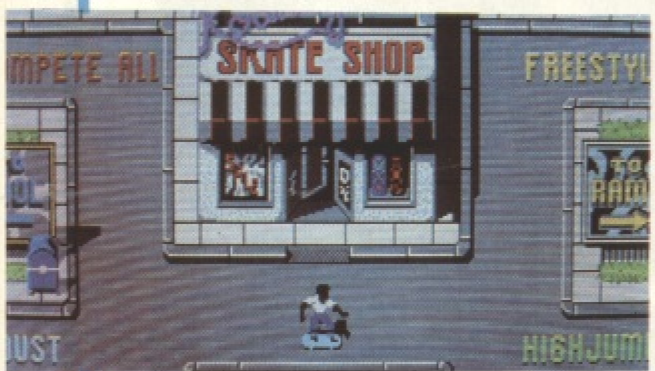
PC

Tiertex is currently beavering away, and should have this on the shelves shortly after the ST and Amiga versions.


"THE BIGGEST GAME EVER" GAMES MACHINE
The Kristal
"The most impressive looking backgrounds, action areas and character sprites that have been created for home screens." "Hauntingly realistic..." Amiga User International.
"Animation, authentic sword fights, beautiful digitised speech, an original sound track, the feel of a professional and successful stage production." ST User.
An epic arcade and adventure game. Strategy, sword fights and space shoot 'em-ups all feature in this unique fantasy of pirates and princesses, a far-away universe and a quest for the mysterious KRISTAL of Konos.
The KRISTAL is the first of its kind...
"An experience once played never forgotten."
"£29.95 AND WELL WORTH IT TOO"
GAMES MACHINE
ATARI ST & AMIGA
IBM PC coming soon
"The biggest game ever... exquisite backdrops." Games Machine.
"An epic game with a style and content not yet matched in breadth of vision and development." "Mind blowing." PREVIEW C & VG
"Complex game play, stunning graphics, nice sound and sense of humour. What more could you wish for?" Computer Games Week.
SCREEN SHOTS FROM ATARI ST & AMIGA VERSIONS.
Contains FREE poster and novella.
Addictive
ILLUSTRATION: PETER ANDREW JONES, COPYRIGHT SOLAR WIND LTD.
PRISM LEISURE CORPORATION PLC, UNIT 1 BAIRD ROAD, ENFIELD, MIDDLESEX EN1 1SJ.

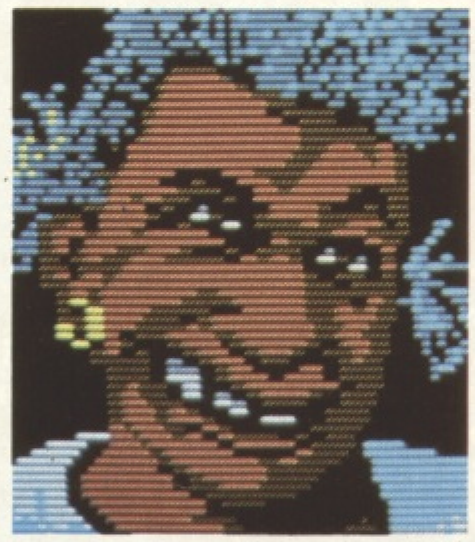
Skate Or D





Radical Dude Gary Whitta pads up and skates for his life in Electronic Arts' totally bio boardwalk.

Before you go skating, you'd better pay a visit to Rodney's skate shop, the mecca of the skateboarding world. It's all here, high scores, new boards, the competition roster (you need to sign on before you can compete properly) and skating advice from Rodney himself.

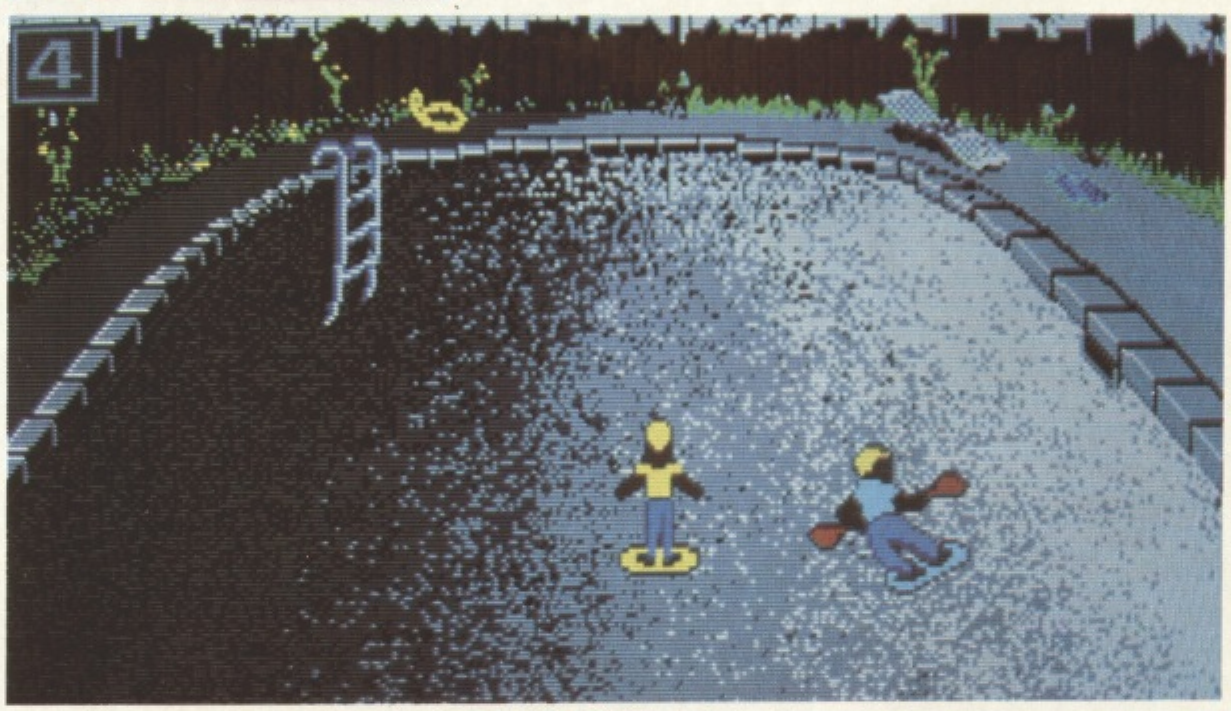


Go skate or go home. That's the message to all potential competitors in the annual **Skate Or Die** tournament. There's no room for cowards or snivellers here. Four of the most gruelling events in skateboarding, some real and some imaginary, await those with nerves of steel and compound wheels.

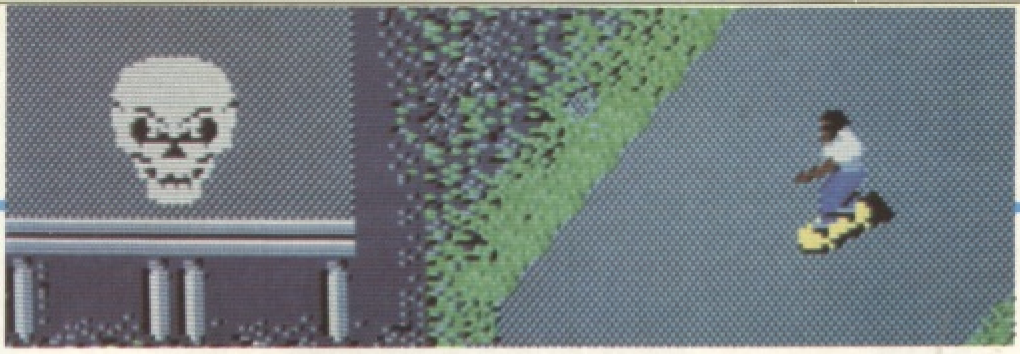
Rodney the organiser (and father of Lester, the **Skate Or Die** trophy holder) will give you advice on tactics and strategy, but after that you're on your own.

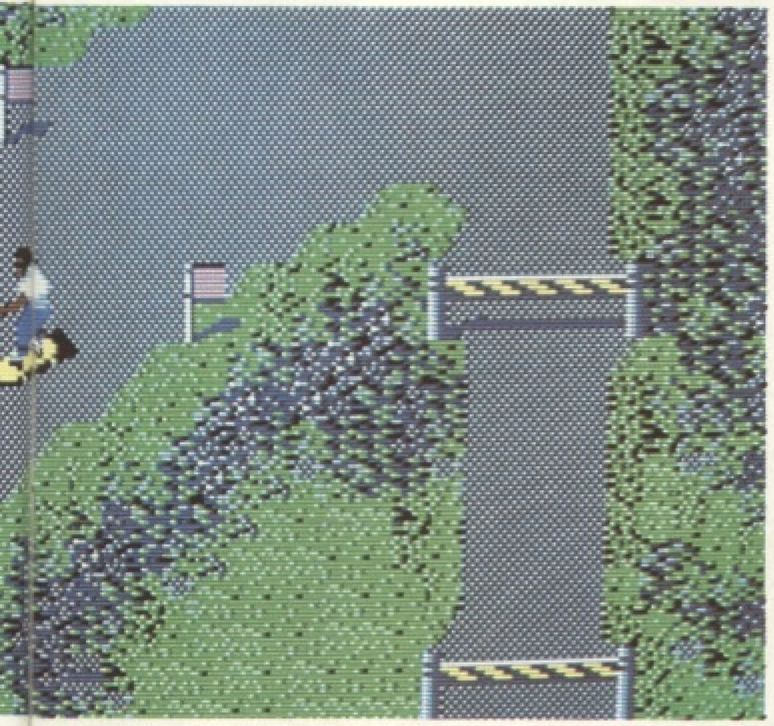
The second head-to-head event, this time played against Lester, the meanest dude ever to set foot on a board. The raceway is an urban obstacle course of back alleys, gardens, garages and sidewalks. Again, time is of the essence as the fastest time wins the game, but there are bonus points along the way for running over cola cans, invading back gardens and leaping over speed ramps. And if your opponent looks like he might be getting ahead of you, why not kick or punch him off his board (points are awarded for that too).





Described as a 'rad new twist on the game of tag', the treacherous joust puts two rival skaters head to head in an empty swimming pool that serves as the arena for the event. Both skaters, initially placed directly opposite one another roll back and forth across the pool. As they pass, the skater armed with the oar-like 'boffing stick' attempts to knock his opponent from his board while the other tries to stay safely out of range. The 'hitter' is allowed five passes to nobble his opponent, after which the boffer is swapped and the hunter becomes the hunted. First to score five hits wins, and when two evenly matched players meet, the game can go on and on and on . . .

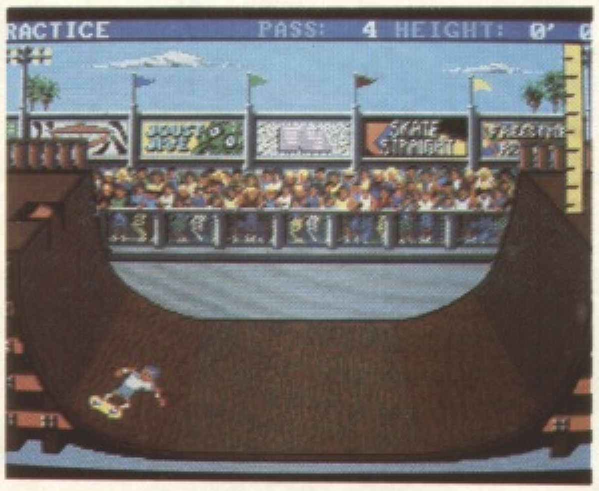




Die

Nothing too taxing here, just a relaxing race against the clock over a series of ramps, tunnels and bridges towards a finishing line that resembles the ramp practice from Atari's 720°. Forks in the road allow the skater to choose his route (either roll down the easy way or tackle the dangerous pipes and ramps for bonuses).

Same ramp, different event. This time height is all that matters, and pulling off jumps is achieved by the age-old frantic joystick-waggling or key-tapping technique (last seen in Daley Thompson's Olympic Challenge). You've got five attempts in all, three of which really need to be used to build up enough power to really show off in the final two. Anything over six feet is acceptable, and if you're really good you may be able to avoid crashing right through the ramp on your final jump (nasty).



The event that sorts the men from the boys. The menacing U-shaped half-pipe. Begin by skating from side to side and building up power by bending your legs in the 'pump zones' (the corners of the ramp) until you gain enough height to execute a trick. Try your hand at Kick-turns, Rail Slides, Ollies, Hand and Footplants and the awesome Aerial. Pulling the trick off is one thing, but landing back on the ramp with the board under your feet is another. Ten passes at each end of the ramp are allowed, with points awarded for the best executed tricks – the almost impossible 720 degree aerial spin rakes in the most.



PC

Skate Or Die is one of the most remarkable PC games for quite a while. It bears a remarkable resemblance to the Epyx 'Games' series (perhaps due to the contribution of Stephen Ladrum, a one-time Epyx programmer) and is every bit as fun to play. Each event is well presented and executed: the two-player events, Pool Joust and Downhill Jam, work brilliantly when played with a friend. The control mode takes a little while getting used to, but an alternative is provided in case you find the standard method too difficult. If Skate Or Die has one weak point, it's sound. PC sound is rarely up to much, and the programmers haven't helped by composing several irritating scores (ironic considering Ron Hubbard wrote the C64 originals). Fortunately there's a sound toggle and the game actually plays a lot better in silence. A pleasantly playable package providing plenty of punch.

PRICE	£24.95
RELEASE DATE	Out Now
GRAPHICS	75%
SOUND	44%
PLAYABILITY	73%
VALUE	69%

OVERALL 72%

ST

Egad! This version of Skate Or Die won't be hitting the streets until early Summer! Fortunately great things are promised and so it could well be worth the wait and the £24.95 asking price.

A

The release of the Amiga version is set to coincide with that of the ST, sometime around June, and at the same price.





Commodore Amiga



The Knight one of three character classes.

Atari ST



Converse through simple commands and menus.

DISCOVER AN ARCADE ADVENTURE WITH HIDDEN DEPTHS

Discover Times Of Lore, Origin's first adventure on cassette. Acclaimed British designer Chris Roberts has taken the best of arcade and adventure – fast and furious combat, stunning graphics and animation, unrelenting danger and challenge – and introduced the depth of a classic fantasy role playing game.

Entirely joystick driven, Times Of Lore continuously tests your combat skills while you gradually become involved in a compelling plot. With 13,000 screen locations, a powerful but easy-to-use menu and icon interface, scores of interactive characters and music by Martin Galway, it ventures further than other arcade adventures.

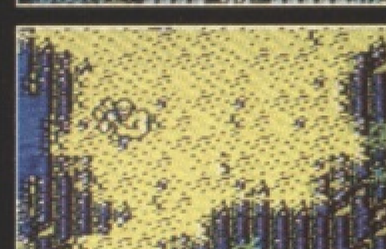
Origin have broken new ground in Times Of Lore. Isn't it time you did too? Available for: C64/128 Cassette £9.95, Disk £14.95, Spectrum 48/128K Cassette £9.95, Spectrum +3 Disk £14.95, Amstrad 464/6128 Cassette £9.95, Disk £14.95, Atari ST £24.95, IBM/PC & Compatibles £24.95, Apple £19.95, Commodore Amiga £24.95.



C64/128



Spectrum



Amstrad

Journey through an immense world of cities, dungeons, and a stunning variety of natural terrain.

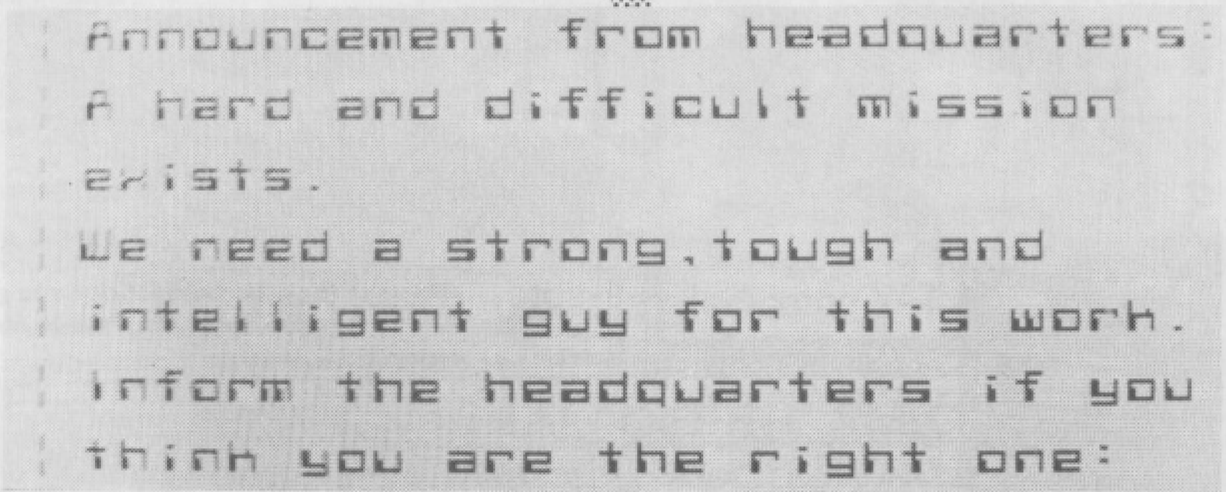
ORIGIN

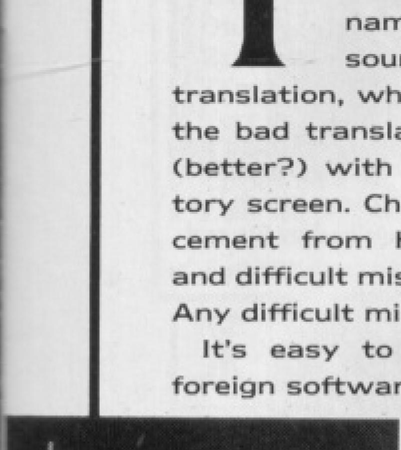
Origin, MicroProse, 2 Market Place, Tetbury, Glos, GL8 8DA. Tel: 0666 54326

Mission Elevator

Things begin badly ... the name, Mission Elevator, doesn't sound like the name of a great game. It sounds more like a bad translation, which in fact it is ... and the bad translating gets even worse (better?) with the exciting introductory screen. Check this out: "Announcement from Headquarters: A hard and difficult mission exists." Oh yeah? Any difficult mission I know.

It's easy to make milage out of foreign software houses not speaking English, and it wouldn't be fair in this case were it not for the fact that it's symptomatic of a certain lack of effort in converting the game for the English market.

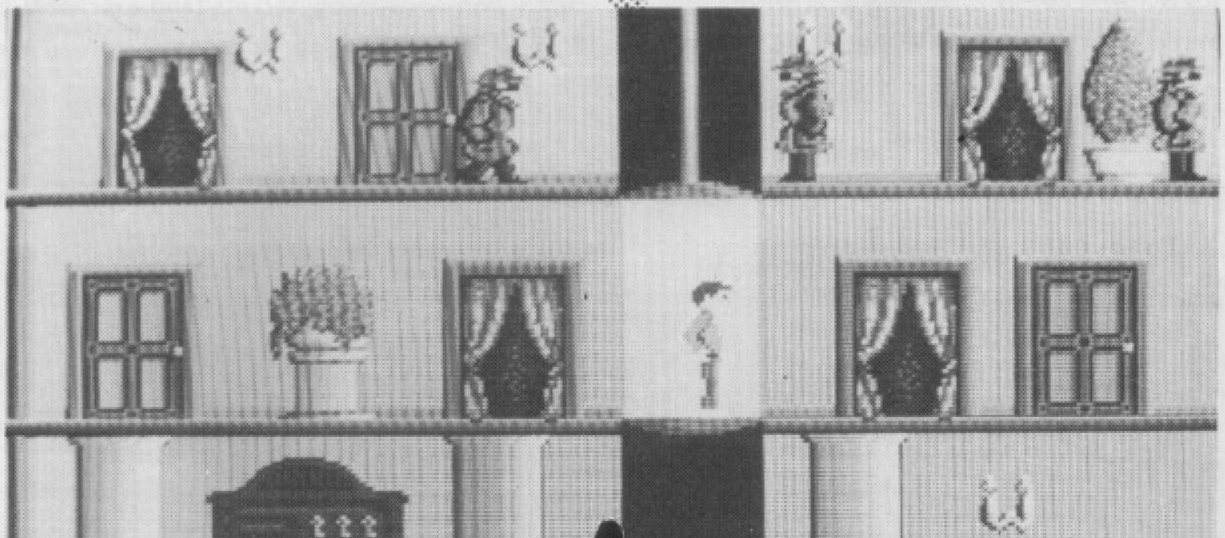




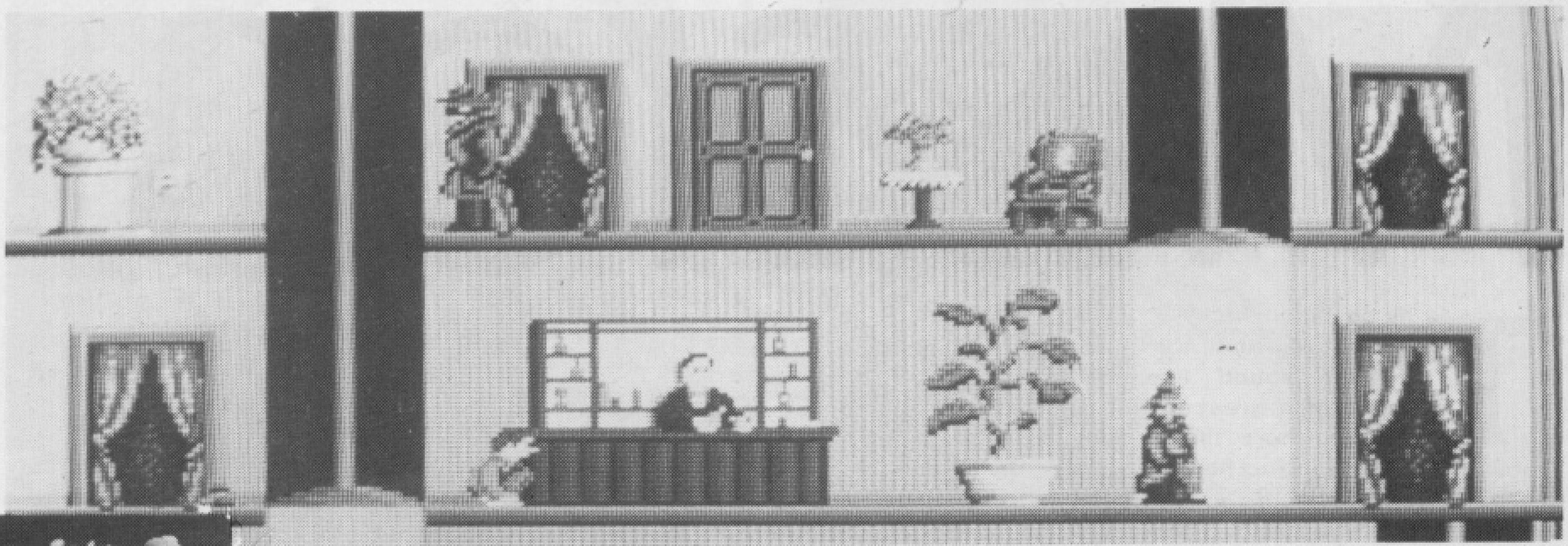
Going up! Axxiom's Mission Elevator has all the classic ingredients of a computer game and more. But as Graham Taylor discovers, classic ingredients don't automatically mean a classic game ...

▲ **Things badly are starting. There is an intro. Peculiar English it is (I tried telling headquarters that I wasn't the right guy for the mission but they didn't seem interested).**

▼ **The little guy is you (nice pullover don't you think). Lifts take you from level to level. Bottom left is the reception area where, in one of the most challenging of the game's many puzzles you have to see if there is a key. Guess what ...**



The concept is either 'classic' or 'mouldy', depending on your point of view. You play a detective trying to gain clues and keys which will allow him to find his way through a series of apartment blocks. Each block consists of several floors connected by lifts in a



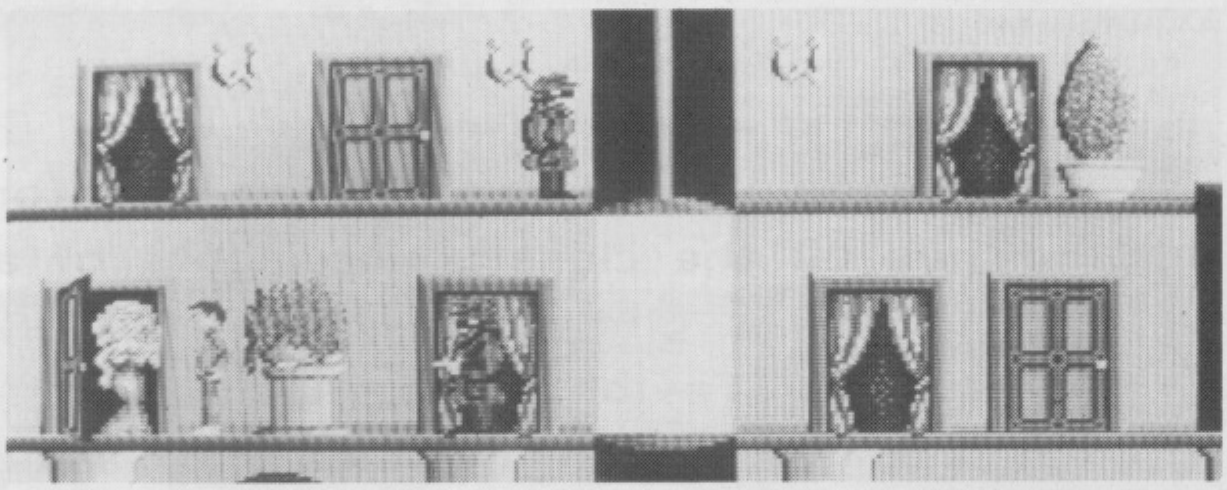
One of the other sorts of clue you get in this game. The sign probably says 'there is a key in reception' (joke). Watch out for the detective who has just arrived by lift and wants to blow you away.



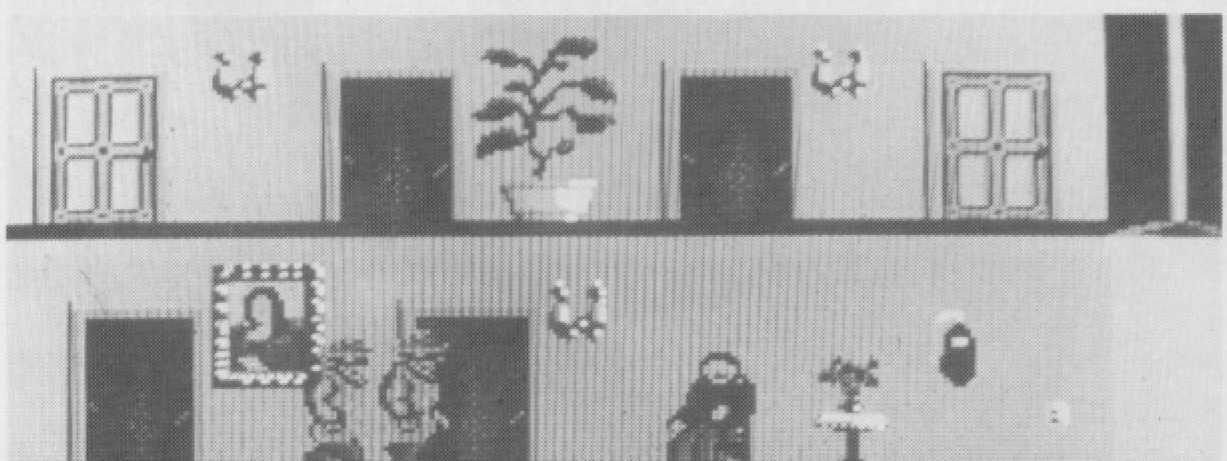
not-always-obvious fashion. Each floor is patrolled by raincoated detectives who open fire almost the moment you come into range.

Pretty fast reactions are vital, for, if detectives arrive on your current level (and they wander around up and down the lifts just like you) you better either kill them or duck ... you don't get a chance to think twice.

The game's puzzle aspect is pretty limited, and because of the graphic simplicity it's often difficult to tell what's supposed to be a 'meaningful' location (i.e. might have a clue) and what's just a bit of passing scenery.



Behind some doors there is nothing, while others reveal voluptuous women with big secrets (and extraordinarily long noses).



Examining chairs almost always leads to resting in them. This can become surprisingly tedious, particularly when two detectives are heading your way. Still, that portrait is probably worth looking at...

A Take a look at the screenshots. Is there anything stopping this game from being on the Commodore 64? The sound effects are a bit better, but they don't stop the overall presentation of the game being mostly disappointing. At least it moves along at a fair pace. For the first five minutes it can seem almost exciting, but really it's a simple and very ancient idea with nothing added to keep the interest.

PRICE	£14.95
RELEASE DATE	Out Now
GRAPHICS	36%
SOUND	52%
PLAYABILITY	50%
VALUE	41%
OVERALL	**45%**

ST Exactly the same as the above, except that it doesn't even have the good sound effects to redeem it.

Top Quality 2nd Drives for the Amiga and Atari ST at low, low prices

Evesham Micros



- ✔ Full compatibility with all Atari ST models, Amiga 500 & Amiga 1000
- ✔ Top quality Citizen drive mechanism
- ✔ One megabyte unformatted capacity
- ✔ External plug in PSU (Atari ST)
- ✔ Throughport (Amiga)
- ✔ Very quiet
- ✔ Slimline design
- ✔ Colour matched to computer
- ✔ Long cable for location either side of computer
- ✔ Full 12 months guarantee

Don't forget - all prices shown include VAT and delivery

ATARI ST VERSION ONLY £82.95

AMIGA VERSION ONLY £79.95

including VAT and delivery

ATARI

All our ST prices include: mouse etc. plus 5 disks of software including wordprocessor, utilities, graphics, game and demos. Phone us now for a quote on any combination of hardware.

520 STFM *SUPER* PACK

Includes 520 STFM with 1MEG drive, over £450 worth of software, joystick, mouse, User Guide and 5 disks of Public Domain Software. Software included is:

Marble Madness	Test Drive	Chopper X
Beyond Ice Palace	Buggy Boy	Ranarama
Thundercats	Quadralien	Starquake
Summer Olympiad	Xenon	Genesis
Arkanoid II	Wizball	Black Lamp
Eddie Edwards Ski	Seconds Out	Thrust
Ikari Warriors	Zynaps	Organiser Business S/ware

All this For Only **£349.00** Inc VAT & delivery

520 STFM with 1MEG internal drive fitted	£279.00
520 STFM 1MEG internal 3.5" drive upgrade kit inc. full instructions	£84.95
1040 STFM with TV modulator, 'Microsoft Write' & 'VIP Professional'	£419.00
1040 STFM model with software as above, with mono monitor	£529.00
1040 STFM model with software as above, including all extras as supplied with above described '520STFM Super Pack'	£489.00
1040 STFM inc. 'super pack' extras as above, with mono monitor	£599.00
Mega ST2 with mono monitor, 'MS-Write' & 'VIP Pro.'	£849.00
Mega ST4 with mono monitor, 'MS-Write' & 'VIP Pro.'	£1099.00
SM124/5 mono monitor	£119.00
SC1224 colour monitor, good low price	£279.00
Mega-File 30Mb hard disk	£539.00
Mega ST2 special offer package including Mega ST2, 2nd 3.5" drive, mono monitor, SLM804 laserprinter, 'Microsoft Write', 'Timeworks DTP', 'VIP Professional' and 90 days on site maintenance all for only	£1795.00
Philips 15" FST TV/monitor model 1102, full rem/ctrl, cable supplied	£249.00
Philips CM8833 colour monitor c/w ST lead	£229.00
Philips CM8852 as above, higher resolution	£299.00
Cameron Handy Mouse, high quality replacement ST mouse	£39.95

SPECIAL OFFER AMIGA PACK

Our new special offer pack includes the following:

- ★ Amiga 500 computer
- ★ TV Modulator
- ★ Mouse & Mouse mat
- ★ Joystick
- ★ Photon Paint
- ★ Karate Kid II
- ★ Goldrunner
- ★ Grid Start
- ★ Demolition
- ★ XR 35
- ★ Atax
- ★ Las Vegas
- ★ *plus* 5 disks of public domain s/ware

all this for only £399.00 !

The total retail value of extras supplied is £270.45.

DOUBLE TAKE! PYE 15" FST TV/MONITOR (MODEL 1102)

Super quality, stylish medium resolution FST colour TV/monitor to suit the ST or Amiga. Features full infra-red remote control, Euroconnector, Video/Audio input and headphone output connectors, 40 tuner presets, external aerial connector and a loop aerial. Supplied with cable (please state computer type when ordering).

SPECIAL OFFER ! £249.00 includes VAT and computer connection lead

PRINTERS

All prices include VAT, delivery and cable

star

We use and recommend Star printers since they offer an unbeatable combination of features, print quality, reliability and value. Make the sensible decision - get it right with a Star printer at our special, all in, prices.

Star LC10 best-selling 144/36cps printer, 4 NLQ fonts, inc.2 extra ribbons free	£199.00
Star LC10 7-colour version of above printer, inc.2 extra black ribbons	£249.00
Star LC24-10 feature-packed multifont 24 pin printer	£339.00
Star NB24-10 great value 24pin inc. cut sheet feeder + 2 extra ribbons	£499.00
Star NX-15 budget wide carriage printer	£329.00
Star NB24-15 wide carr.version of NB24-10 inc. free cut sheet feeder	£649.00
NEC P2200 budget 24pin, great value 168/56 cps	£319.00
Amstrad DMP3160/3250DI good value 10" with serial/parallel interfaces	£189.00
Amstrad LQ3500 24pin at low price	£329.00
Panasonic KXP1081 reliable budget 10" printer 120/24 cps	£169.00
Epson LX800 popular 10" 180/25 cps	£199.00
Epson LQ500 good 24pin printer 150/50 cps	£319.00
Citizen 120D good value 10" 120 cps	£139.00
Citizen 180E budget 10" carriage 150/30 cps	£199.00
Citizen HQP-45 bargain 24 pin wide carriage printer	£399.00

Sheet feeders available for most of the above printers - call us for details

DISECTOR ST

POWERFUL ATARI ST DISK UTILITIES

- ❖ ***SOFTWARE BACKUP*** **with new turbo nibbler** Version 4 incorporates a very fast and powerful menu-driven backup utility. Makes use of all available drives and memory.
- ❖ ***56 SOFTWARE BACKUP PARAMETERS*** Parameters now includes 56 individual routines to backup and de-protect the toughest protection schemes.
- ❖ ***FAST BACKUP*** Will backup a non-protected disk as quickly as possible using 'File Allocation Copy' techniques.
- ❖ ***EXTERNAL DRIVE BOOT*** Allows many programs to startup from drive B.
- ❖ ***ORGANISER ACCESSORY*** New look Version 4, providing extremely useful disk management commands under one desktop-based accessory, including FORMAT, RENAME, DELETE etc.
- ❖ ***EXTRA FORMAT*** to maximise usable space on your disks - provides over 15% additional user storage space per disk!
- ❖ ***RAMDISK*** and ***SET DATE/TIME*** accessories.
- ❖ ***plus*** **UNDELETE, DISK ANALYSIS, UNFORMAT DISK SPEED CHECK** and much more !

VERSION 4 NOW AVAILABLE!

Only £24.95 — Existing users - upgrade your Disector ST disk for only £7.95

3.5" Disks

10 Bulk packed DS/DD 3.5" disks with labels, fully guaranteed	£11.95
25 bulk disks as above	£27.95
10 disks as above with plastic case	£13.95
25 disks as above, with 40 capacity lockable storage unit	£34.95
Verbatim DS/DD disks, top quality media with lifetime guarantee. Box of 10 only	£19.95
SKC MF2DD DS/DD 3.5" disks. Box of 10	£17.95

How to order from Evesham Micros

Phone us with your ACCESS or VISA card details on : ☎ 0386-765500

All prices include VAT and delivery. Next day delivery £5.00 extra.

Send cheque, Postal Order or ACCESS/VISA card details

Govt., educ. & PLC orders welcome
Same day despatch whenever possible
All goods subject to availability, E.&O.E.
Open to callers 6 days, 9.30-5.30

Evesham Micros Ltd
63 BRIDGE STREET
EVESHAM
WORCS WR11 4SF
✆ 0386-765500
fax 0386-765354
telex 333294

Also at: 1762 Pershore Rd., Cotteridge, Birmingham B30 3BH Tel: 021 458 4564

TIPS

DALEY THOMPSON'S OLYMPIC CHALLENGE

Ocean

The correct shoes to wear for optimum Daleypower in all the events are...

Training	Training Shoes
100m	Running Spikes
Long Jump	Long Spikes
High Jump	Flat Soles
Hurdles	Short Spikes
Discus	Half Spikes
Pole Valut	Track Shoes

And if you've got an autofire joystick, you can use it to good advantage in the Long Jump. Engage the autofire before starting your approach, and when you reach the bar you automatically jump at the perfect time. Thanks to R and A Simpson from Edmonton.

ARKANOID: REVENGE OF DOH

Imagine

Owners of the newly-released Amiga version can hold down the left mouse button while the game is loading to reveal the title screen from Ocean's forthcoming RoboCop. Why? Is the bear a Catholic?

THUNDERBLADE

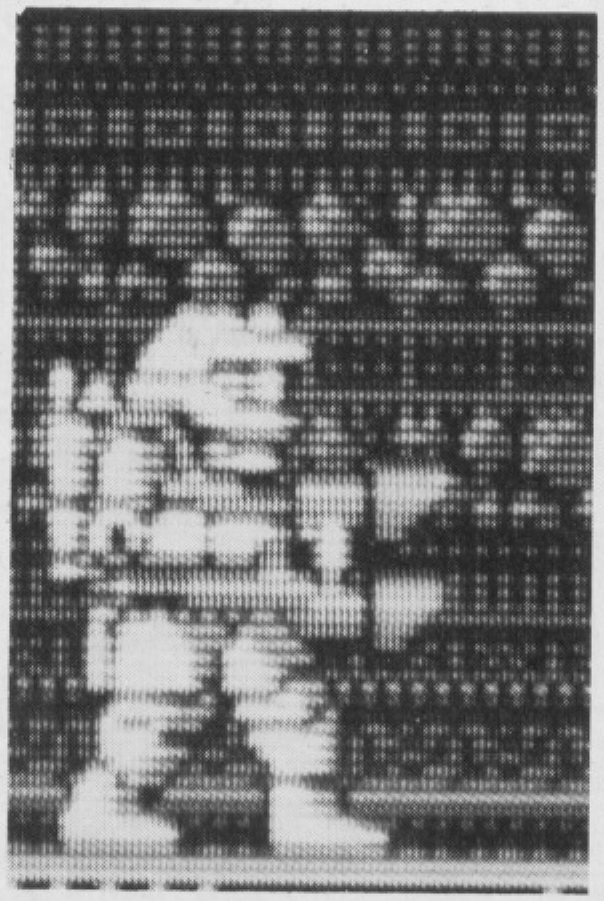
US Gold

When on the title screen type in CRASH, causing the screen to flash quickly, indicating that the cheat mode is active. Now just press UNDO (ST) or DEL (Amiga) while playing to advance to the next level.

AFTERBURNER

Activision

During play, hit BACKSPACE to pause the game and type in AGES (Sega backwards), causing the game to restart. Now when you play again, use the <and > keys to change levels.



EXOLON

Hewson

Type 'ad astra' (in lower case) while on the high score table – and lo, infinite lives are yours. Thanks to author Martin Gysh for that one.

THRUST

Firebird

Marcus Mansukhani of Ipswich has discovered that if you boot the GEM desktop, open the THRUST disk icon and double click on the CHEAT.PRG icon, you can then type CHEAT during the game, allowing you to survive any collisions. Unfortunately you can still die by running out of fuel and getting caught in a nuclear explosion. Well, you can't have everything.

ELITE

Firebird

Following the cheat for the ST version we printed back in Issue Three, Andrew McGarrigle from Mexborough in South Yorkshire has provided the Amiga equivalent. As before, when asked for the security codeword type SARA. Now enter the real codeword from the manual when asked again, then press the '*' key to access the hacker screen. The new amended codes are...

CHANGE BYTE	KEY VALUE	FOR
21	01-04	Missiles
23	02	Large Cargo Bay
24	01	ECM System
32	01	Docking Computer
23	01	Beam Laser
26	01	Pulse Laser
2C	01	Escape Capsule
3C	01	ECM Jammer
2F	01	Energy Bomb
3F	01	Cloaking Device
34	01	Galactic Hyperdrive
38	01	Military Lasers
36	01	Mining Lasers
40	01	Food
47	01	Textiles
49	01	Radiactives
4C	01	Slaves
50	01	Liquor/Wines
54	01	Narcotics
5C	01	Computers
63	01	Machinery
67	01	Alloys
69	01	Firearms
6C	01	Furs
72	01	Minerals
75	01	Gold
79	01	Platinum
83	01	Gemstones
84	01	Alien Items
88	01	Unhappy Refugees
8C	01	Thargoid Documents
90	01	Fugitive
91	01	Offender
97	01-08	Rating (Harmless – Elite)





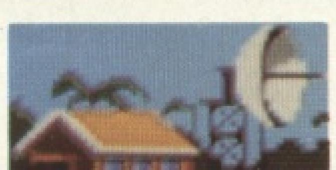
Operation Wolf

Weary veteran Gary Whitta stops doging bullets long enough to put pen to paper in a bid to help all those struggling Lone Wolves out there.

Operation Wolf is not the kind of game that you can be told how to play – you've either got the skill to complete it or you haven't. What can be taught however is the best way to use your goon-wasting talents.

The most important thing to note on every level is that the enemy attack from one of three positions: the background, midground and foreground. The closer they are the more damage points they tend to inflict when they open fire, so get into the habit of knocking out the soldiers up front before hitting those at the back.





STAGE ONE: DEMOLISH COMMS SET-UP

Shoot the packing crates to reveal an extra magazine, rocket bomb, pep drink, the free token or the dynamite. Shooting the farm animals and the passing birds may also yield a useful item, but don't bother if there are soldiers on screen – wait until you get a spare second or so and then go for it.

TROOPS 50
CHOPPERS 4
TANKS 5







STAGE TWO: EXTRACT INFORMATION ABOUT CAMP

As usual, concentrate on what is doing most damage – for example, the incoming knives and grenades and the boats and jeeps. Forget about the guys on the other side of the river and concentrate on the mid and foregrounds.

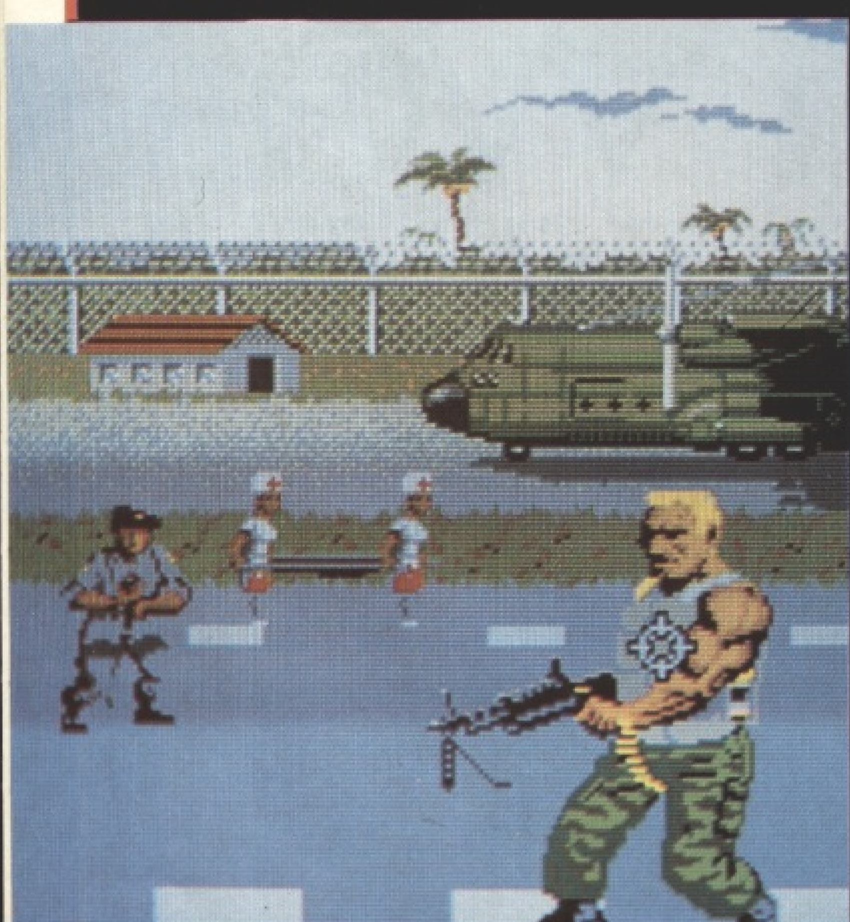
At the end of the level the General appears with his female hostage. Dither too long here and he shoots you. Mis-



fire and you could hit the civilian, severely damaging your own health. Wait for a couple of seconds until you get a clear shot and fire like mad. About two or three bursts should be enough to finish him off

TROOPS 60
BOATS 8
TANKS 8

▼ The Arnold Schwarzenegger look-a-like is armed with an M60 machine gun (which, just for the record, is capable of firing 4,550 rounds a minute) and only appears on later levels. He's well padded up with body armour so the only way to put him out of action is a head shot.





STAGE THREE: WASTE EVERYBODY, TAKE A REST

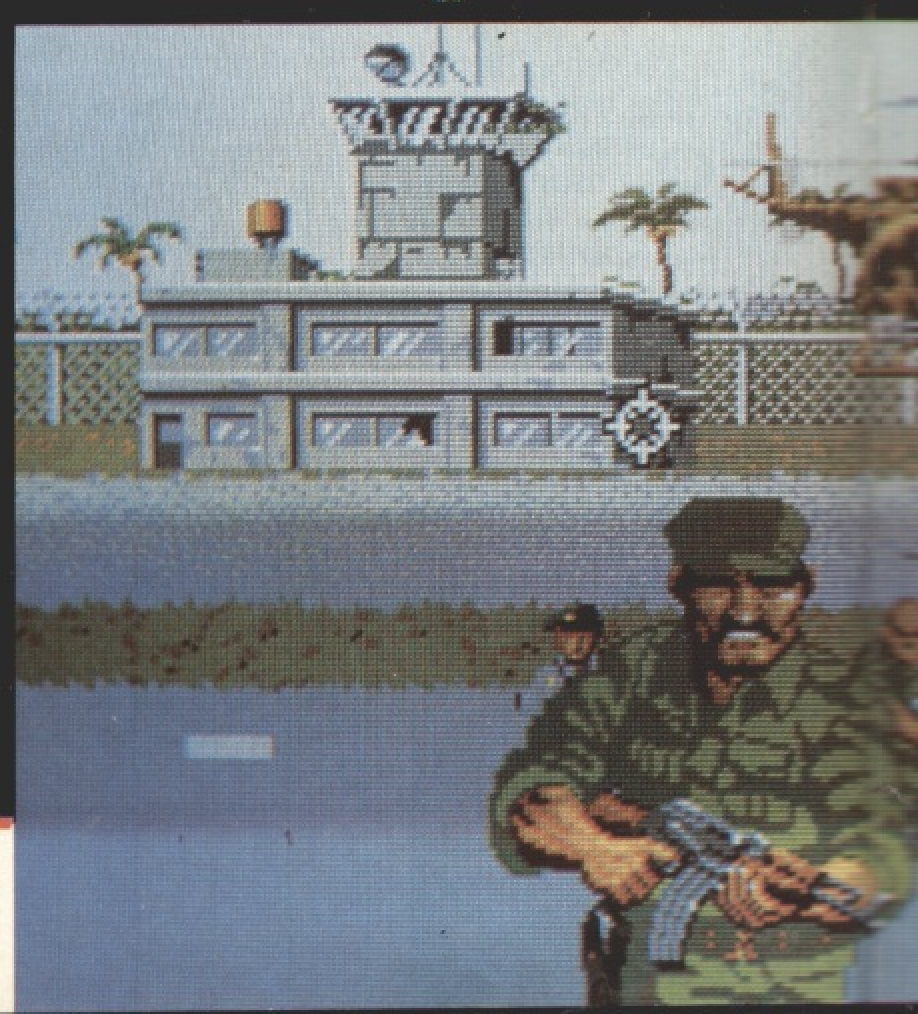
Probably the easiest level of the lot. Just waste everything you see, but don't be too carefree with your ammo. Try to get through this level without having to use the Continue option so that it's saved for later.



Completing the level results in a nice long rest and a much-welcomed mass-reduction of damage points.

TROOPS 40
CHOPPERS 4
TANKS 3











Paratroopers appear on most levels and can be killed simply by defying the Geneva Convention . . . shoot their parachutes to make them fall to the ground and die.



When a bad guy appears right at the front of the screen, forget about everything else (which you're practically forced to do anyway as he obscures a lot of the action) and concentrate on plugging him before he does the same to you. Point blank shots register heavily on the damage meter, so be quick.





STAGE FOUR: RAID POWDER MAGAZINE AND REPLENISH AMMUNITION

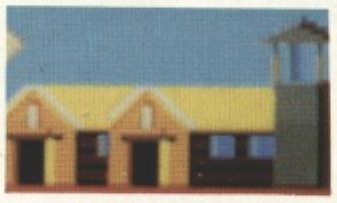
Although the briefing at the beginning of the level promises the restocking of your ammo, it doesn't mean that there are more free magazines and rockets lying about: Instead your ammo is restored to capacity upon completion of the level – and this is one level where you're likely to run out completely if you're not careful. Machine-gun the tanks and save all your rockets for the onslaught of seven choppers which attack in succession.

TROOPS 45
CHOPPERS 7
TANKS 5

It's Rambo, complete with headband and sleeveless shirt. He's probably the most difficult guy to hit as he spends most of the time rolling around which makes him almost invulnerable. The time to catch him is when he leaps up to fire at you and slows down.







STAGE FIVE: RELEASE HOSTAGES

The priority here is to give covering fire to the rag-clad POWs that rush across the screen from right to left hotly pursued by a knifeman. Letting the knifer get to the hostage, or inadvertently killing him yourself, results in huge damage increase, so when a hostage appears, don't think about anything other than getting him off safely. There are five hostages, each appearing at roughly 30-second intervals. An awesome 12 helicopters appear on this level, so grab the chance to pick up as many rocket bombs as you can along the way.

TROOPS 75
CHOPPERS 12
TANKS 0

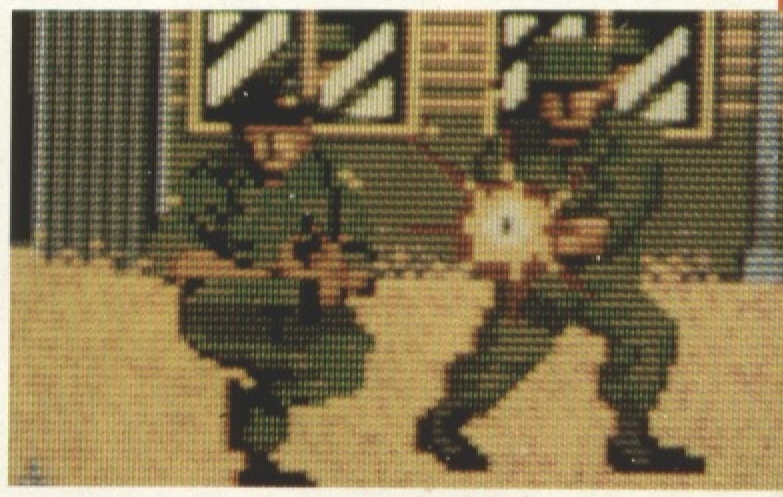




STAGE SIX: GUIDE HOSTAGES TO SAFETY

The airport section is much the same as the last. Again you have to cover for the hostage and kill the knifer as soon as he appears. The appearance of 10 extra troops and four more tanks makes things a little more difficult this time round though.

TROOPS 85
CHOPPERS 11
TANKS 4



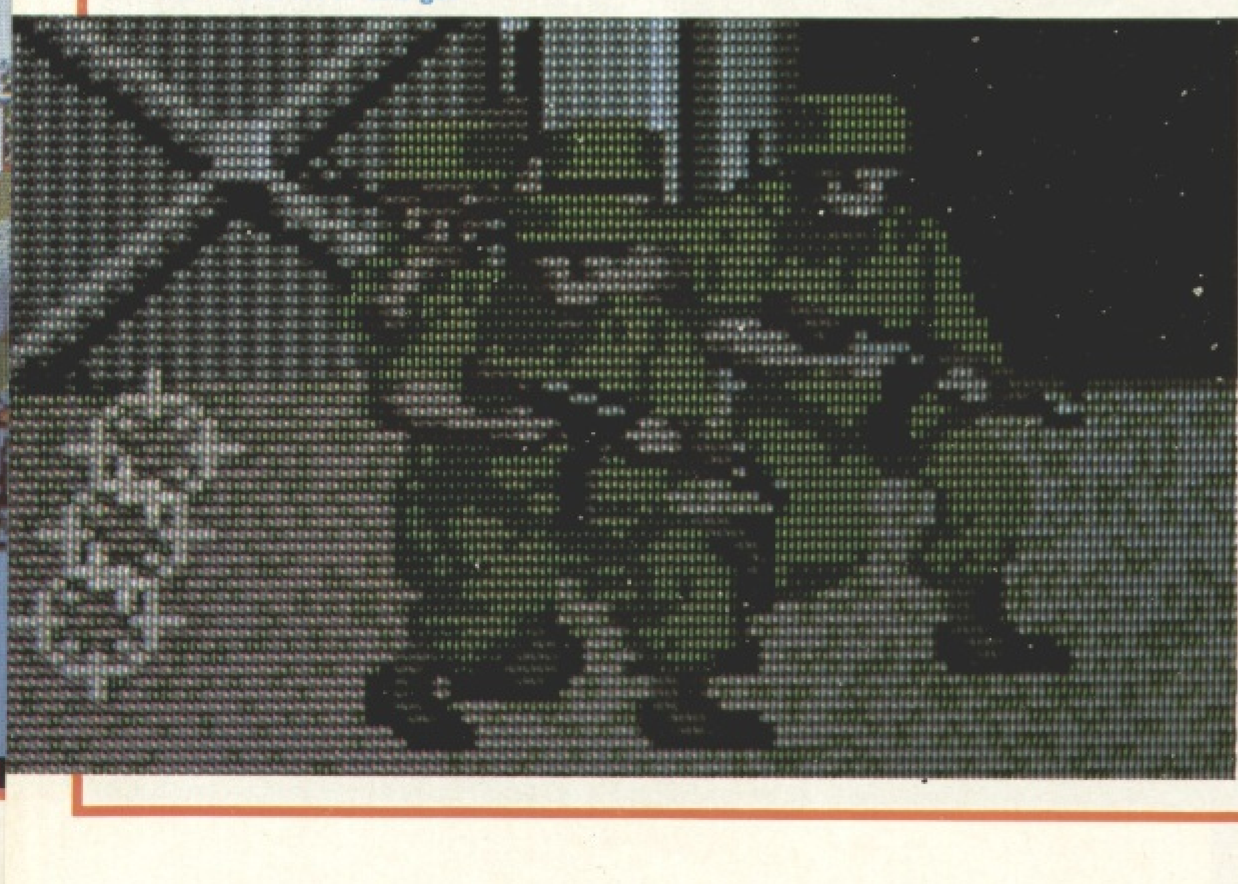
Shoot the Black Berets as soon as they appear on screen before they throw a knife in your general direction.



THE BONUS ROUND

The 'bonus' section that occasionally appears between levels is the only major deviation from its arcade counterpart. Here, instead of a firefight against soldiers and choppers, it's an onslaught of helicopters in waves. The most economic way to destroy them is to fire a rocket bomb between pairs which knocks out both of them. Don't attempt to shoot them down with cannon fire, it takes too long and can seriously damage your health. The bonus magazines and rocket bombs come thick and fast here so be sure to catch as many as you can in between chopper waves.

The enemies you encounter most often during the operation are the 'factory line' stock troops that attack from the back and mid-ground areas. They attack both in groups and singularly, and actually represent a greater threat when alone as they are more difficult to hit. When they appear in a group, sweep across the whole lot in one go.





STARRAY

Logotron

Following on from last month's Amiga cheat mode, here's the ST version. Type in AL YANKOVIC to activate the cheat mode. Now hit F5 for infinite shields or F6 to complete an attack wave.

THE SENTINEL

Firebird

Some codes for the later levels of Geoff Crammond's surreal masterpiece, courtesy of R Jeffrey of Eltham in London.

LEVEL	CODE
0304	46774653
0734	66919994
1091	81759567
1863	13090835
3301	48423345
3942	17556527
4706	98972516
5391	06895848
6208	65592289
6208	65592289
6712	77956620
7333	70647565
8007	59442559

ELIMINATOR

Hewson

This is one of the most difficult cheat modes to execute, but well worth it if you can pull it off. On the title screen press HELP and type in HANDEL to put you on Stage Nine. Now when playing, avoid the water to the right and crash into the oncoming green alien. On the next life shoot the alien and fall into the water on the right just before reaching the first ramp. On your next life, shoot the green alien, jump over the ramp and stay in the right-hand lane. If all has gone well you should be shot by a bubble-like alien, and you should then, at long last, have activated the infinite lives mode. Thanks to George Cox and Mark Wellar from Canterbury.



RAMBO III

Ocean

Score 5,000 or more to qualify for the high score table and type in RENEGADE, allowing you to press keys 1, 2 or 3 on the title screen to access the level of your choice.

ARKANOID

Discovery

As requested, here's a golden oldie, this time for Discovery Software's Amiga-only arcade conversion. Pause the game with the space bar and type DSIMAGIC. This will restart the game and release a mystery cylinder that you should collect to activate the cheat mode. Now press...

L for lasers

C for a 'catch'

F to confront Doh on the final screen.

FLYING SHARK

Firebird

On the high score table, enter either HSC or KDJ (the initials of the programmers), holding down the '5' key on the keypad as you enter the last letter. HSC gives infinite lives while KDJ awards the player with invulnerability, leaving you free to cruise through the game from beginning to end painlessly.

BOMBUZAL

Image Works

Following last month's taster, here's a whole load of codes to take you right up to level 120 if you so please, thanks to Robert Manners from Northumberland.

CODE	LEVEL
SINK	28
BIKE	36
IRON	40
BIRD	44
LEAD	48
TAPE	52
WEED	56
VASE	60
RING	64
PILL	68
GIRL	72
SPOT	76
PALM	84
OPAL	88
(not OFAL as stated last month!)	
LOCK	92
SONG	96
SAFE	100
FIRE	104
WORM	108
LAMP	112
TREE	120

TIPS

PREMIER MAIL ORDER

Formerly Trybridge Software Distribution)

TITLE	ATARI ST	AMIGA
Aargh	14.95	14.95
Action Service	11.95	11.95
Action ST	13.95	–
Adv Art Studio	14.95	–
Afterburner	13.95	16.95
Alien Syndrome	11.95	11.95
Alt Reality	11.95	11.95
Amiga Gold Hits 1	–	16.95
Arkanoid Rev of Doh	11.95	14.95
Armalyte	–	11.95
Artura	13.95	–
Asteroids	7.95	–
Atron 5000	–	10.45
Baal	11.95	–
Backlash	11.95	11.95
Ballyhoo	7.95	–
Barbarian 1 or 2 Pal	9.95	11.95
Bards Tale 1 or 2	15.95	15.95
BAT	15.95	15.95
Batman Caped Crsdr	11.95	14.95
Battle Chess	–	15.95
Battlezone	7.95	–
Bermuda Project	9.95	14.95
Better Dead	11.95	11.95
Beyond Ice Palace	11.95	14.95
Bionic Commando	13.95	16.95
Black Tiger	13.95	–
Blazing Barrels	11.95	11.95
BMX Simulator	9.95	9.95
Bobby Yazz Show	11.95	11.95
Bombjack	11.95	14.95
Bombuzal	11.95	14.95
Bone Cruncher	–	9.95
Borrowed Time	7.95	–
Bratacus	9.95	–
Bubble Bobble	11.95	11.95
Bubble Ghost	11.95	11.95
Buggy Boy	11.95	14.95
Butcher Hill	13.95	13.95
California Games	16.95	16.95
Capone	19.95	14.95
Captain Blood	14.95	14.95
Carrier Command	14.95	14.95
Chessmaster 2000	15.95	15.95
Chronoquest	19.95	19.95
Colossus Chess	–	16.95
Combat School	11.95	14.95
Corruption	14.95	14.95
Cracked	7.95	–
Crazy Cars 2	11.95	14.95
Crystal Castles	10.45	–
Cybernoid 1 or 2	–	16.95
Daley Thompson 88	11.95	14.95
Damocles	11.95	11.95
Dark Castle	14.95	14.95
Defender of Crown	18.95	18.95
Deflektor	9.95	–
Degas Elite	15.95	–
Deja Vu	11.95	11.95
Deluxe Music Con Set	–	45.95
Deluxe Paint 2	–	45.95
Deluxe Photolab	–	45.95
Deluxe Print 2	–	45.95
Deluxe Production	–	89.95
Deluxe Video	–	45.95
Double Dragon	11.95	11.95
Dragon Ninja	11.95	14.95
Dragonscape	–	9.95
Dreamzone	16.95	16.95
Driller	14.95	14.95
Dungeon Master	14.95	14.95
Earl Weaver Baseball	–	16.95
Elemental	11.95	–
Eliminator	13.95	13.95
Elite	14.95	14.95
Empire	15.95	15.95
Empire Strikes Back	11.95	11.95
Enlightenment	11.95	14.95
Espionage	11.95	11.95
Exolon	16.95	16.95
4x4 Off Road Racing	13.95	16.95
5 Star ST	14.95	–
F 16 Combat Pilot	16.95	16.95
Faery Tale Adv	–	29.95
Falcon F16	19.95	19.95
Fantavision	–	29.95
Fast Basic Disc	31.95	–
Fast Basic Rom	62.95	–
Fed Free Trade	19.95	19.95
Fernandez Must Die	14.95	14.95
Ferrari Formula 1	15.95	15.95
F15 Strike Eagle	14.95	14.95
Final Command	17.95	17.95
Firezone	14.95	14.95
Fish	14.95	14.95
Flight Sim 2	26.95	26.95
Flt Disc 7 or 11	13.95	13.95
Flt Disc European	13.95	13.95
Flt Disc Japan	13.95	13.95
Flying Shark	14.95	–
Football Director 2	11.95	11.95
Football Manager 2	11.95	11.95
Foundations Waste	14.95	14.95
Frank Bruno Boxing	12.95	–
Frontier EPT	14.95	14.95
Fusion	16.95	16.95
Galactic Conqueror	14.95	14.95
Galdregons Domain	13.95	13.95
Game Over 2	13.95	13.95
Garfield	11.95	11.95
Garrison 2	14.95	14.95
Ghosts N Goblins	11.95	14.95
Golden Path	7.95	11.95
Green Beret	11.95	14.95
Gryzor	11.95	14.95
Guerilla War	11.95	14.95
Guild of Thieves	14.95	14.95
Gunship	14.95	14.95
Hacker 1 or 2	7.95	–
Hardball	9.95	–
Hawk	17.95	17.95
Hawkeye	14.95	–
Hellbent	11.95	11.95
Hellfire Attack	13.95	13.95
Helter Skelter	9.95	9.95
Heroes of Lance	16.95	16.95
Hit Disc Vol 1	14.95	14.95
Hollywood Hijinx	7.95	7.95
Hostages	14.95	14.95
Hot Football	14.95	14.95
Hotshot	11.95	11.95
Hunt for Red October	14.95	14.95
Hyperdrome	11.95	-
Hybris	–	11.95
Hyperdrome	11.95	–
Indiana Jones	9.95	–
Ingrids Back	11.95	11.95
Ikari Warriors	9.95	14.95
Impossible Mission 2	13.95	17.95
Interceptor	–	15.95
Int Karate +	13.95	16.95
Iron Lord	15.95	15.95
Jet	–	26.95
Jewels of Darkness	11.95	11.95
Jinxter	14.95	14.95
Joan of Arc	13.95	16.95
Joe Blade 2	9.95	9.95
Joust	7.95	–
Kennedy Approach	14.95	14.95
Knightorc	11.95	11.95
Kristal	19.95	–
Lancelot	11.95	11.95
Land of Legends	–	16.95
Laser Squad	16.95	16.95
L'Board Birdie	13.95	16.95
Leather Godess	19.95	19.95
LED Storm	13.95	13.95
Legend of Sword	14.95	14.95
Live & Let Die	11.95	11.95
Living Daylights	11.95	–
Lombard RAC Rally	14.95	14.95
Manhatton Dealer	11.95	14.95
Maria Whittaker	9.95	9.95
Mars Cops	11.95	11.95
Masters of Universe	9.95	–
Maupiti Island	11.95	–
Menace	11.95	12.95
Mercenary Comp	14.95	14.95
Microprose Soccer	14.95	14.95
Mindshadow	7.95	–
Missile Command	7.95	–
Monsters of Night	15.95	15.95
Moonbase	7.95	–
Moon Patrol	7.95	–
Mortville Manor	15.95	15.95
Motor Bike Madness	9.95	9.95
Motor Massacre	13.95	13.95
Music Con Set	17.95	–
1943	13.95	17.95
Navcom 6	16.95	16.95
Nebulus	13.95	17.95
Netherworld	13.95	17.95
Nighthunter	13.95	16.95
Nigel Mansell	15.95	15.95
Nightraider	13.95	13.95
Northstar	9.95	–
Oids	9.95	–
Oops	11.95	11.95
Operation Neptune	14.95	14.95
Operation Wolf	11.95	14.95
Outrun	13.95	13.95
Overlander	11.95	14.95
Pacmania	11.95	11.95
Pandora	11.95	11.95
Paperboy	11.95	14.95
Pawn	14.95	14.95
Pepsi Mad Mix	10.95	–
Peter Beardsley Soccer	11.95	11.95
Phantom Fighter	–	13.95
Phantasm	11.95	11.95
Pioneer Plague	–	14.95
Platoon	11.95	14.95
Pool of Radiance	16.95	16.95
POW	19.95	19.95
Powerdrome	15.95	15.95
Pro Soccer Sim	11.95	11.95
Psion Chess	16.95	–
Puffys Saga	15.95	15.95
Purple Saturn Day	14.95	14.95
Quadralien	11.95	14.95
Quantum Paint	14.95	–
Rambo 3	11.95	14.95
Reach for Stars	–	15.95
Return of Jedi	11.95	11.95
Return to Atlantis	–	16.95
Return to Genesis	11.95	11.95
Road Blasters	13.95	13.95
Robocop	11.95	14.95
Rocket Ranger	19.95	19.95
Roger Rabbit	–	19.95
Rolling Thunder	13.95	16.95
R Type	13.95	16.95
Sargon III Chess	14.95	14.95
Savage	14.95	14.95
Scrabble Deluxe	13.95	13.95
Sentinel	11.95	11.95
SF Harrier	14.95	14.95
Shadowgate	11.95	14.95
Shoot 'Em Up Con Kit	14.95	14.95
Silent Service	14.95	14.95
Sinbad and Throne	9.95	–
Skateball	15.95	15.95
Skate or Die	15.95	15.95
Skychase	9.95	14.95
Soldier of Light	11.95	–
Solitaire Royale	–	14.95
Socery +	11.95	–
Space Harrier	11.95	14.95
Space Harrier 2	13.95	16.95
Space Racer	11.95	11.95
Speedball	14.95	14.95
STAC	26.95	–
Starfleet	–	16.95
Star Glider 2	14.95	14.95
Starquake	11.95	–
Star Ray	14.95	14.95
Star Trek	11.95	–
Stealth Fighter	13.95	16.95
Stir Crazy	11.95	–
Street Fighter	13.95	16.95
S.T.O.S.	19.95	–
Strip Poker 2	9.95	9.95
Data Discs:		
Bev & Dawn	7.45	7.45
Lee & Roy	7.45	7.45
Rachel & Kim	7.45	7.45
Suzanne & Bianca	7.45	7.45
Summer Olympiad	11.95	11.95
Superbase Personal	–	59.95
Super Breakout	7.95	–
Supercycle	7.95	–
Super Hangon	13.95	–
Superman	14.95	14.95
Sword of Sodan	–	16.95
Tass Times	7.95	–
Techno Cop	13.95	13.95
Testdrive	15.95	15.95
The Games Summer	13.95	–
The Games Winter	13.95	17.95
The Munsters	11.95	11.95
Three Stooges	14.95	19.55
Thunderblade	13.95	16.95
Thundercats	11.95	14.95
Tiger Road	13.95	17.95
Time & Magik	11.95	11.95
Times of Lore	14.95	14.95
Time Stood Still	11.95	–
Tracers	–	16.95
Tracksuit Manager	11.95	11.95
Trantor	9.95	–
Triad	19.95	19.95
Trivial Pursuit	11.95	11.95
TT Racer 2	14.95	–
Turbo Cup	11.95	14.95
TV Sports Football	19.95	19.95
Typhoon	9.95	–
Ultimata 4	–	14.95
Ultimate Golf	13.95	13.95
Uninvited	11.95	–
Univ Military Sim	14.95	14.95
UMS Scenario 1	8.95	8.95
UMS Scenario 2	8.95	8.95
Uridium	13.95	–
Verminator	14.95	14.95
Victory Road	11.95	14.95
Virus	11.95	11.95
Vroom	11.95	–
War in Middle Earth	14.95	–
WEC Le Mans	11.95	14.95
Weird Dreams	14.95	14.95
Whirligig	11.95	11.95
Wizball	11.95	14.95
World Games	7.95	
World Tour Golf	–	16.95
Xenon	11.95	14.95
Zero Gravity	11.95	–
Zynaps	13.95	13.95

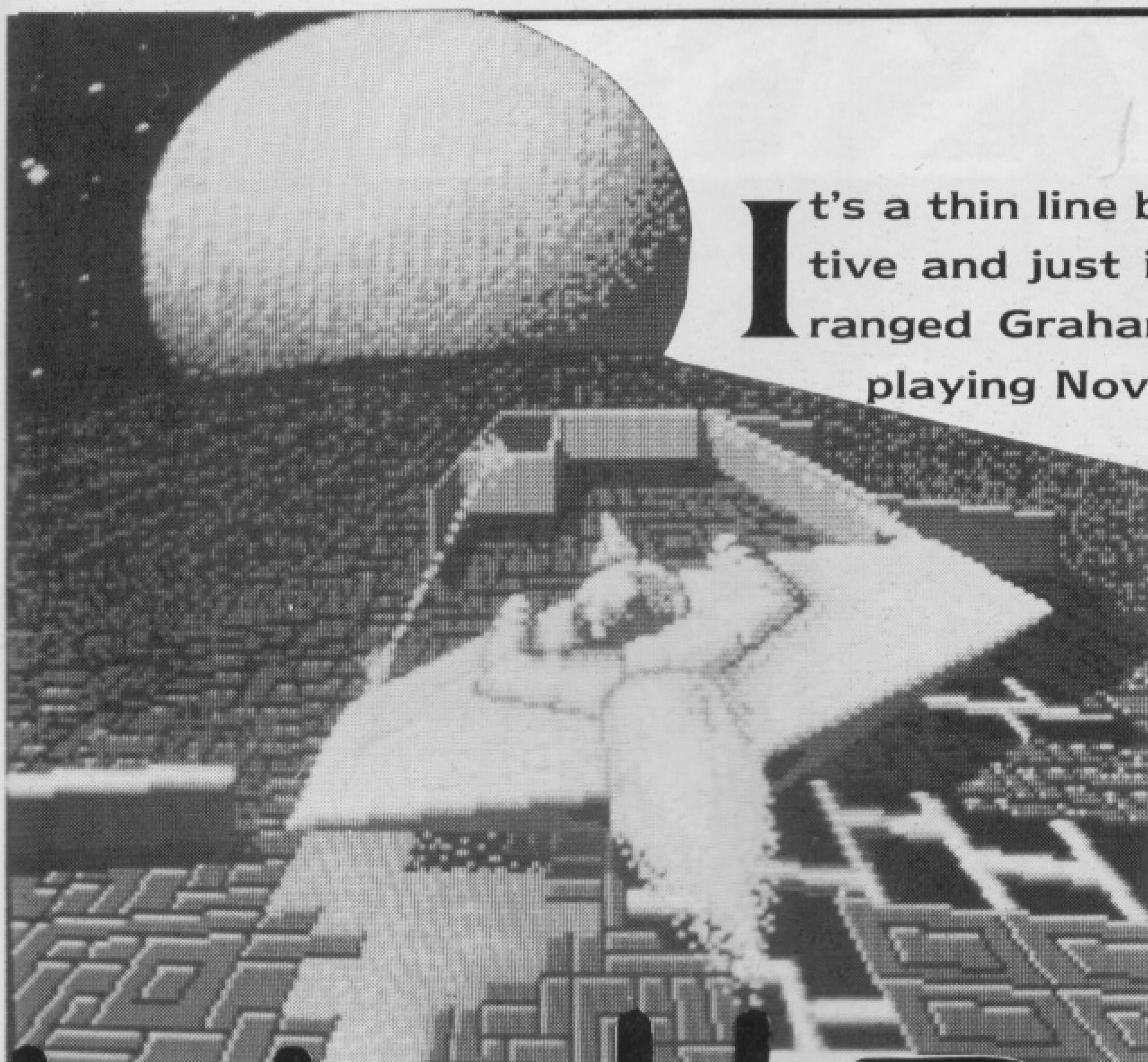
PREMIER MAIL ORDER

8 Buckwins Square, Burnt Mills
Basildon, Essex SS13 1BJ
Tel 0268 590766

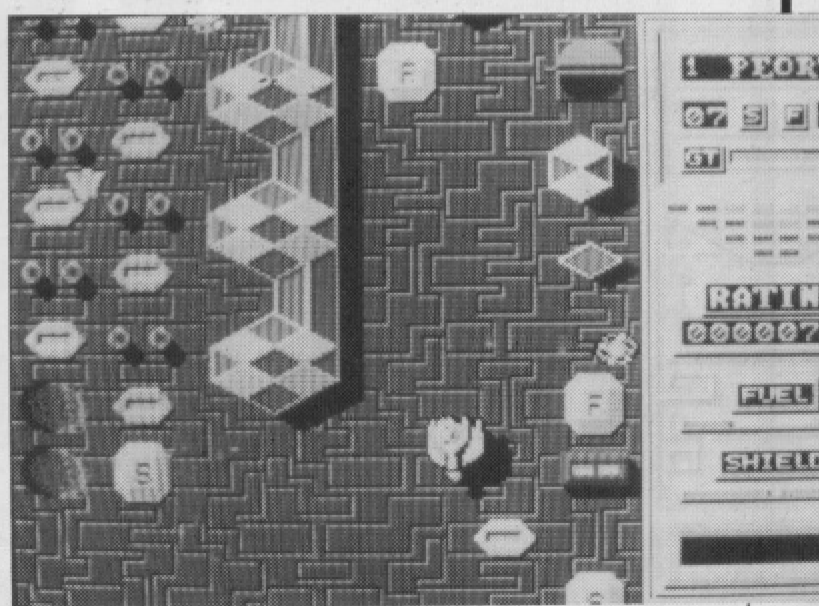
MasterCard

VISA

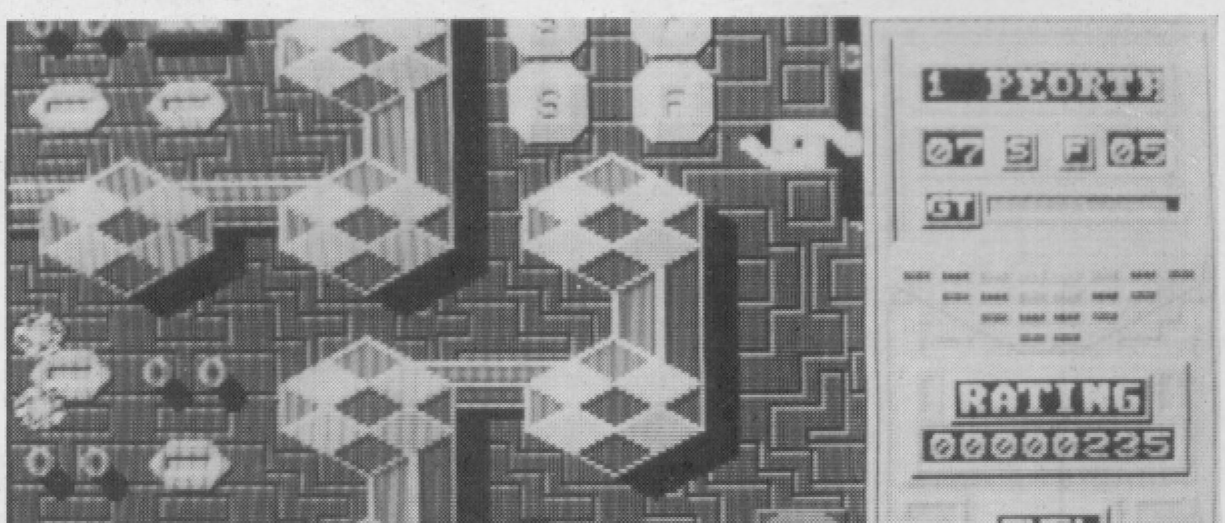
Please send Cheques/POs/Access/Visa No with order
Inc UK and orders over £5.00. Under £5.00
and Europe £1.00 per item. Elsewhere £2.00 per item.
All payments to PREMIER MAIL ORDER.
These offers available by Mail Order only



It's a thin line between infuriatingly addictive and just infuriating, as the now deranged Graham Taylor discovered while playing Novagen's latest.



HellBent



There are only a few routes through the game. This one of them. Blast the eye quickly and grab all those bonus shots and fuel in the top right hand corner – fuel runs out quickly.

Now I think I'm a pretty average arcade game player. Not a complete dolt, not a beady-eyed whizz kid. Just OK. Let's call me Mr Ordinary. Now I think that if an arcade game is so hard that Mr Ordinary dies within 10 seconds on the first 30 (or was it 300?) times he plays it, well that's a bad thing. There are those who will just say I'm being weedy however . . .

Hell Bent is a surprisingly simple game from Novagen, a company I most associate with complex 3D arcade adventure hybrids. Controlling a spacecraft, you pick up fuel and ammo pods and you dodge or blast things. Simple.

Forget the plot – Novagen effectively has. Instead you get a slightly novel (but not actually original) twist in that



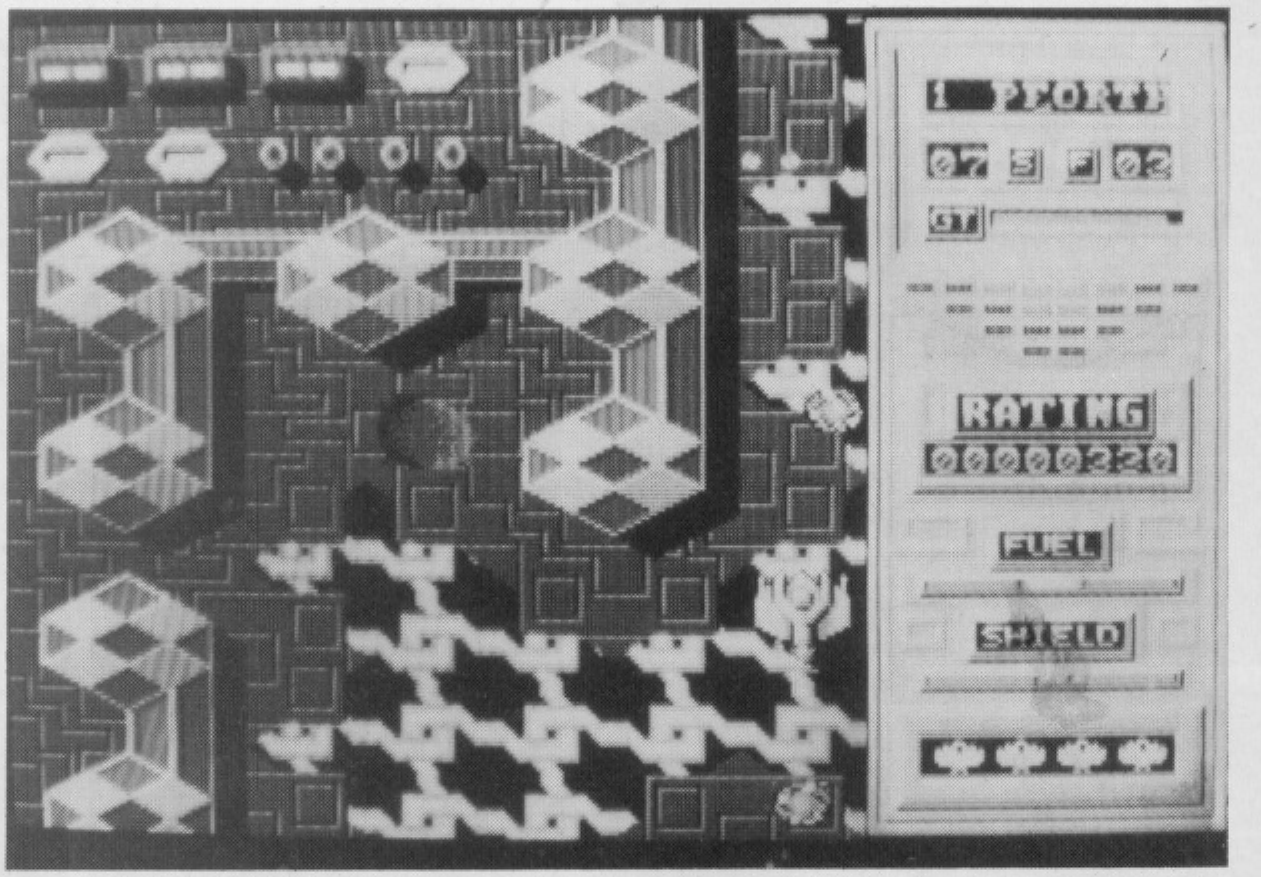
your ship, despite a conventional vertical scroll, top down playing area, can fly left and right, forwards *and backwards.*

Actually it's pretty easy to imagine this game – especially if you've played the likes of **Goldrunner.**

Things start difficult and get worse. Eventually you scrape your way past one set of objects only to find some totally new set of horrors around the corner. In many cases the game has been designed so that there is *only one route* – hardly fair on first timers.

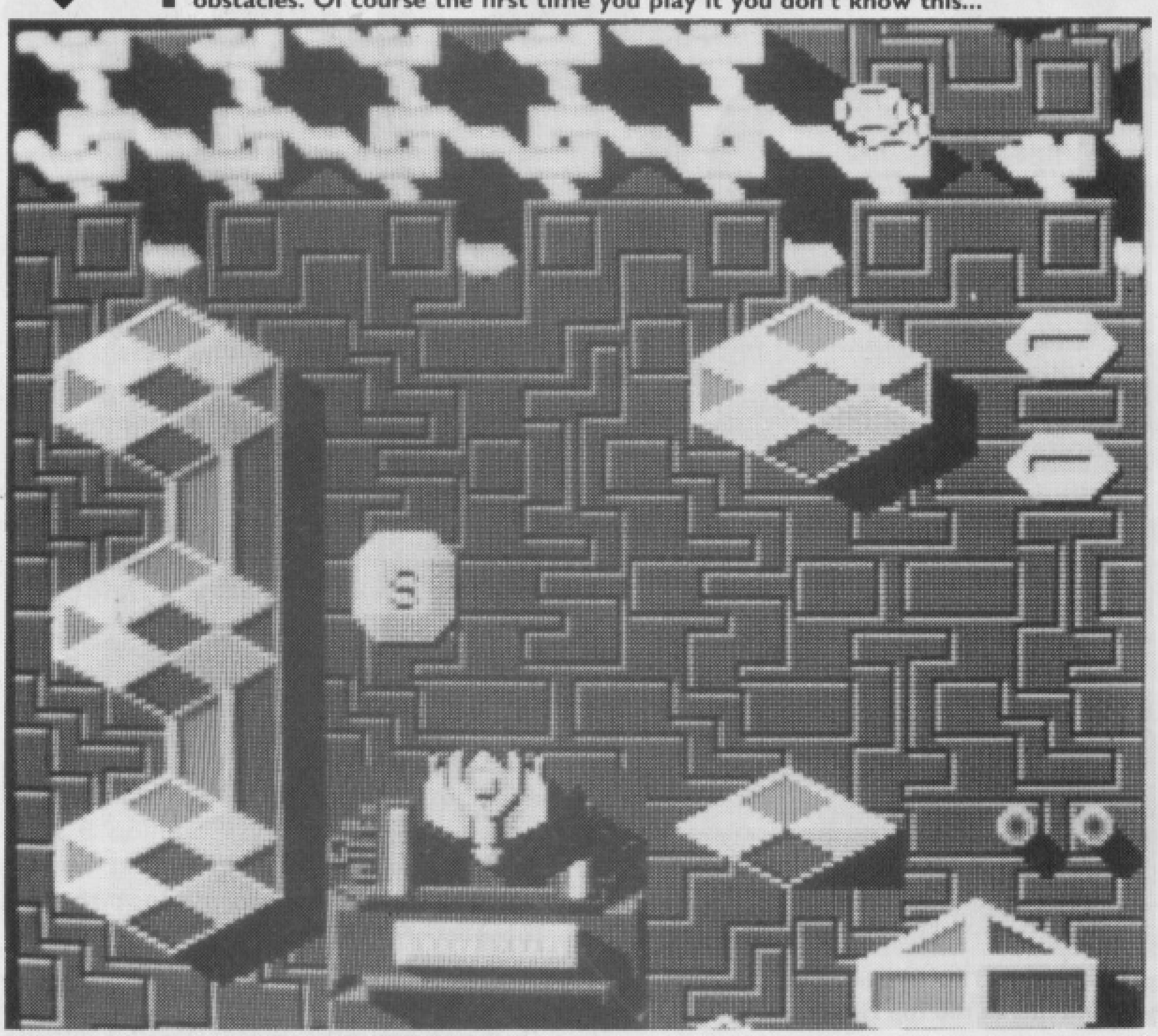
A truly addictive game is one where each new section is just a bit too difficult. You progress slowly, gradually getting a little further. I felt little sense of this in **Hell Bent**, more irritation and frustration.

Of course, within each section losing a life causes you to have to start from the beginning again. My monitor screen was within an inch of its life at a number of points . . .



Watch out for the strange cloud of black things with twisty lines in it! It means you won't be able to see when you bump into the obstacles which you didn't know were there in the first place...

The opening section. After picking up that bonus, hard left to get past the first line of obstacles. Of course the first time you play it you don't know this...



ST

Graphically, Hell Bent is no more than fair, the background landscape is pretty dull, with rather simple shapes representing ground details and no 'set piece' sections to keep the visual interest. The joystick response is also a little peculiar, the idea is that you accelerate as you push the joystick up or down, which causes the spaceship to shift from around 30mph to about 3,000 in less than a second. Great performance in a spaceship maybe, but bloody annoying in a game. Even the sound is indistinguished. The effects are fair enough, but the tune is dull and irritating. As some sort of insane test of skill among Grade A joystick junkies this game might have a future. But for ordinary mortals . . .

PRICE	£19.95
RELEASE DATE	Out Now
GRAPHICS	54%
SOUND	33%
PLAYABILITY	39%
VALUE	38%

OVERALL 43%

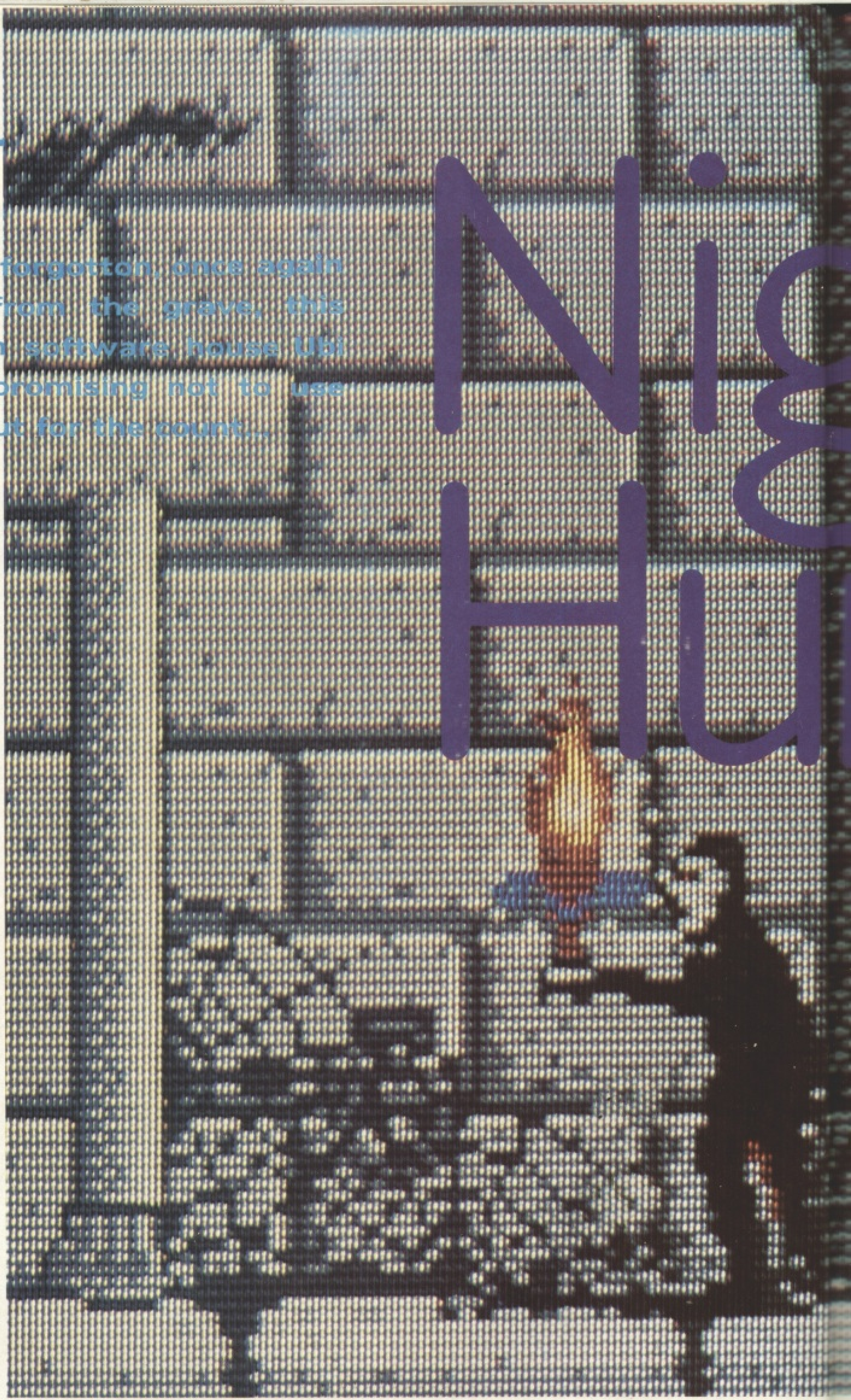
A

Same comments apply in most respects. As usual, the sound is better, but that doesn't change things much.


CRAZY CARS II
GRABUGE 88
AMIGA
ATARI ST
PC
AMSTRAD CPC
SPECTRUM
C 64/128
TITUS
UNIT 4 STANNETS
LAINDON NORTH TRADE CENTRE
BASILDON ESSEX SS156DJ
PHONE: (0268) 541126
SCREENSHOTS FROM AMIGA VERSION



Undead but not forgotten, once again Dracula rises from the grave, this time for French software house Ubi Soft. Paul Boughton, promising not to use any vampire puns, is out for the count...



The popular image of Dracula – that of a cloaked Transylvanian Count with a deathly white face, razor-sharp fangs and resplendent in evening wear – has been cemented by more than 100 films.

This Dracula owes his existence to an Irish actor-manager called Abraham Stoker, otherwise known as Bram Stoker, who in 1897 published *Dracula*, the book which launched the bloodthirsty count on the British public.

But the real origins of Dracula are far older, far more sinister, far more frightening and far more bloody.

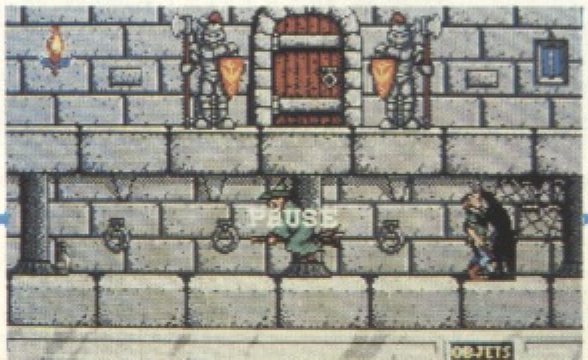
The true Dracula is thought to be a Transylvanian prince called Vlad Dracula, born in the 1430s. He was later to be called Vlad the Impaler. Transylvania, despite what many people think, is not a fictitious area. It is now part of Rumania, but when Vlad was born it was a Hungarian principality. Vlad was a monster in human form, glorifying in killing and torture (his favourite method was to impale his victims on wooden stakes). It's said he even sat and ate meals watching them die.

Stoker took the name of Dracula and mixed it with age-old tales of blood-sucking demons of the night – vampires – and the result was one of fiction's most enduring characters.

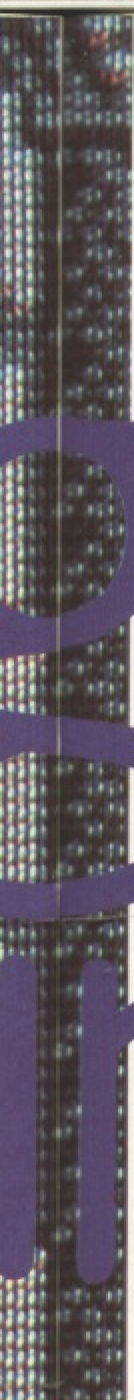
Ubi Soft's game plot doesn't attempt to break any new ground. Once again the Prince of Darkness has risen and a curse has fallen across the land. Holy medallions have kept the balance between good and evil, but the nefarious Count plans to tip the balance in favour of the powers of evil by stealing these religious tokens. A band of anti-

Dracula moves through the screens, climbing staircases, exploring rooms – if he finds the right keys. All the time his pursuers punch him, attack him with axes and puncture him with arrows. There are also broomstick-riding witches out for his blood.

The layout of the instrument panel is clear and uncluttered, recording current score and high score, energy level, transformation power level, number of lives and objects picked up. The information to really concentrate on is energy level and transformation power – both of which are replenished by drinking blood. Should the situation prove awkward, the Count can change form to either a bat or a werewolf – the length of this conversion being decided by the transformation power level.



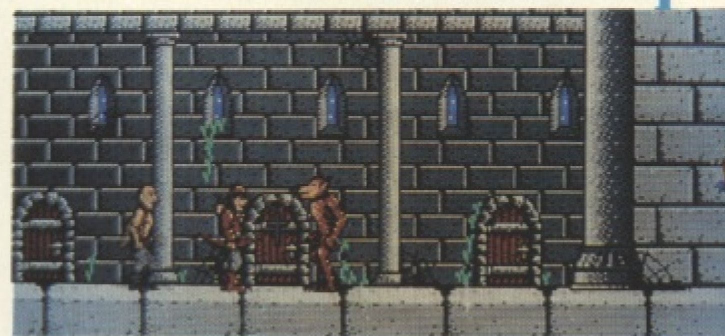
ght
nter





Dracula replenishes his energy by 'necking' with his hunters – to a background of satisfied slurping sounds. Once drained the Count's victim becomes a skeleton and disintegrates into a pile of bones.

While a werewolf, Dracula cannot pick up objects or enter houses – but at least he can thump his hunters.





Keys and parchments are found in different locations from game to game, presenting a new challenge at each attempt.



Dracula works best in 'Batman' mode, moving from screen to screen quickly and dodging his enemies. However change back into a vampire over water, you'll drown. The coming of dawn is also potentially fatal to the exploring vampire.

ST

Night Hunter is one of the most satisfying uses I've found for my ST. Okay, the idea of vampire games has been done to death, but this one is fresh, exciting, entertaining and very addictive. It took ages to complete the first level but not once did boredom set in. Frustration yes. Boredom no. It's a classy game in all departments: the sound, graphics and playability are all equally impressive.

PRICE	£19.99
RELEASE DATE	Out Now
GRAPHICS	80%
SOUND	75%
PLAYABILITY	90%
VALUE	85%

OVERALL 82%

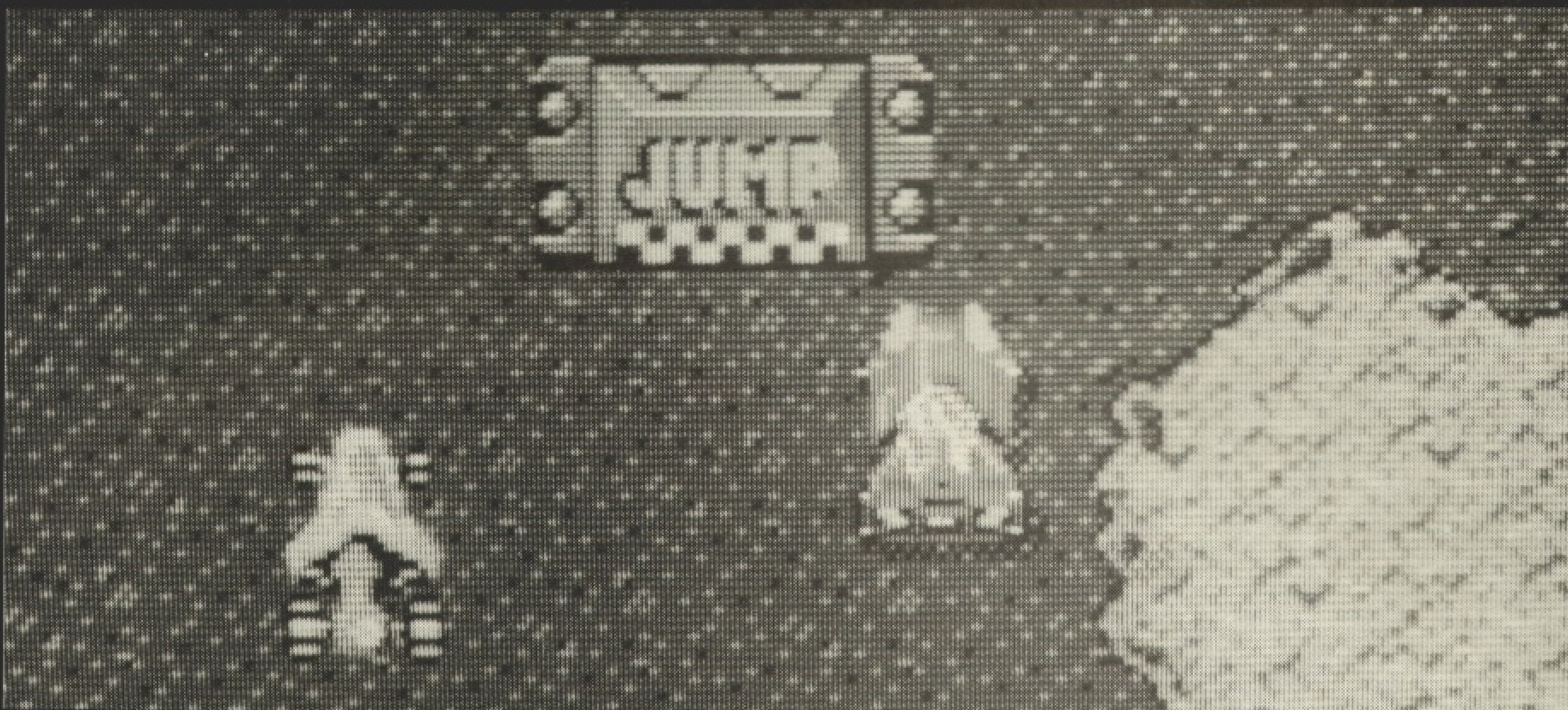
vampire hunters has been formed and traps set to catch the Count.

The most novel twist in **Night Hunter** is that you play Dracula himself. The stalking action takes place across 30 levels, each with 20 screens to explore. To complete a level, Dracula collects five keys and three parchments. With these in his possession he can find a magic door which allows his evil to spread to the next level. Every five levels a medallion replaces the magic door.



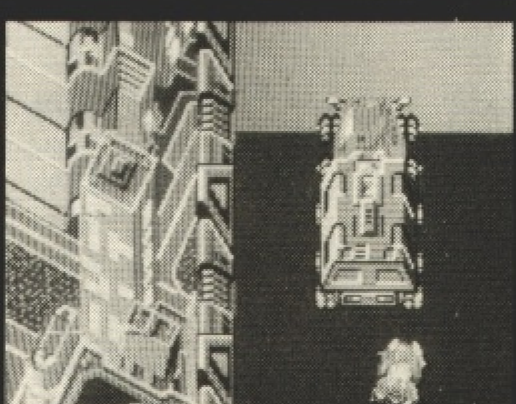
Everything about the graveyard scene shrieks of care and attention. The classy and atmospheric backgrounds are nicely rounded off by neat little touches such as flying bats, rats running about and leaping frogs.


THE WORLD'S No. 1 ARCADE GAME
OPERATION WOLF
RESCUE THE HOSTAGES !
OPERATION WOLF
ocean
Licensed from © Taito Corp. 1988.
TAITO COIN-OP
THE ARCADE SENSATION OF THE YEAR – Six levels of thrilling coin-op action are brought to life on your home micro. Without fast and accurate shooting skills you will never complete your mission which takes you through steaming jungles and enemy strongholds as you attempt to liberate the prisoners and secure a safe getaway. With all the original arcade play features – magazine reloads, energy bottles, hidden supplies, rocket grenades and much, much more.
ATARI ST
£19.95
AMIGA
£24.95
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G



▲ A break from the vertigo-inducing race-ways of capital city in the second section, a serene forest city. At least that's what it seems to be until the sheer cliff faces, palm trees and tyre-bursting rocks appear!

LED Storm





Death Race 2000 meets the Cannonball Run in US Gold's conversion of Capcom's scrolling coin-op. Brian 'furry dice' Nesbitt puts his pedal to the metal.

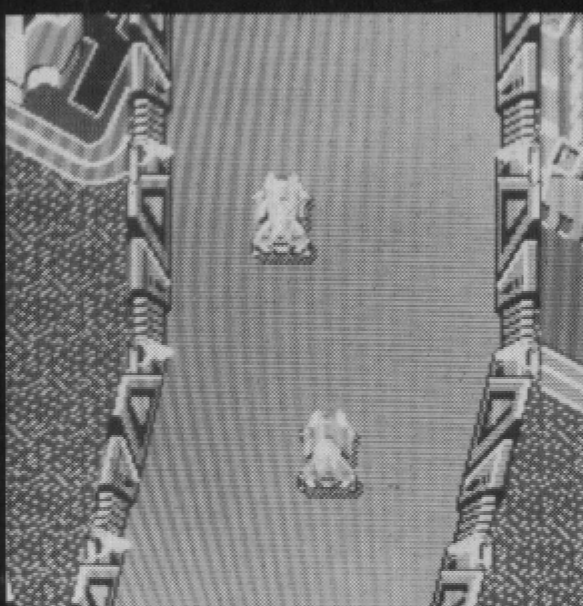
With sports cars getting quicker all the time, it won't be too long before they become so fast that to drive them on the road would be suicidal. So what will we do when we have such speed? Design and build 'speedways' specifically for the purpose of racing for kicks? We will if the plot to **LED Storm** is anything to go by.

Similar in some ways to Sega's ageing **Spy Hunter**, **LED Storm** is a vertically-scrolling futuristic stock-car game. The rules couldn't be simpler; travel a set distance before you run



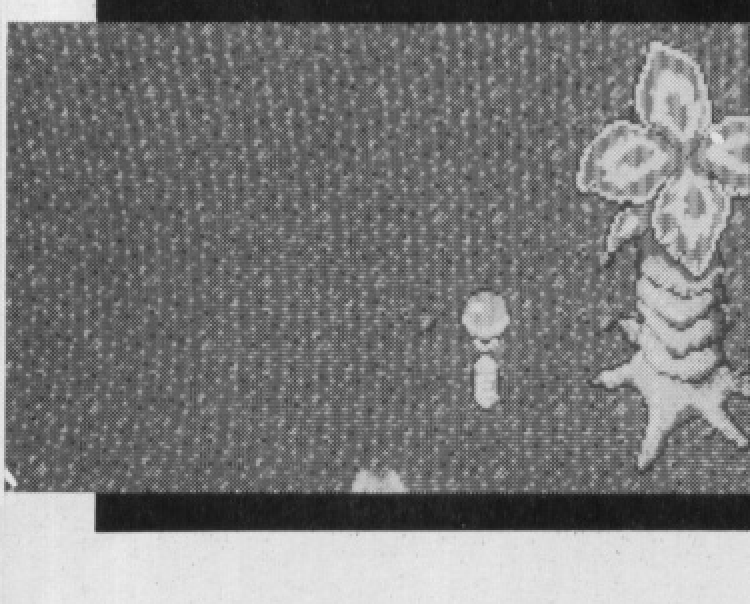
out of energy. Otherwise there are no holds barred.

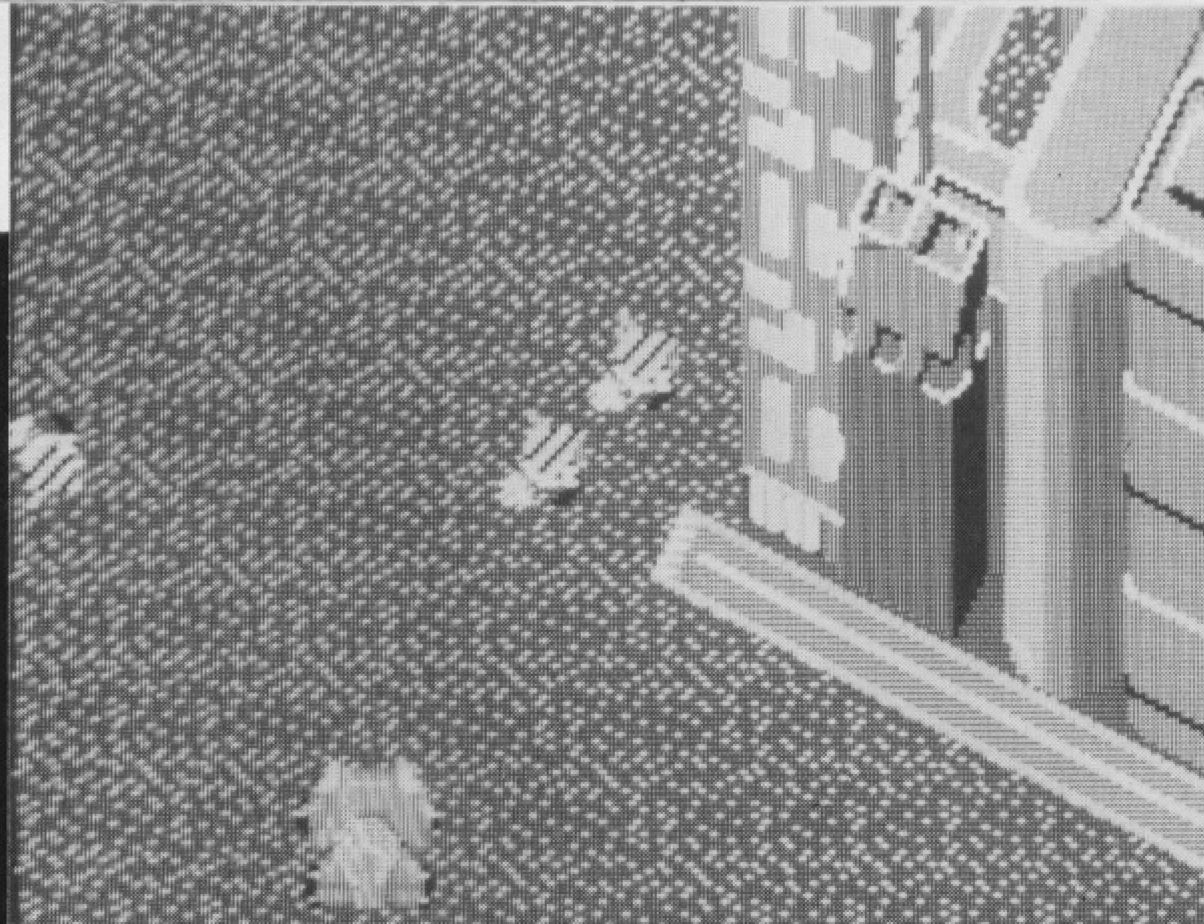
There are nine terrains to complete in a set order. Strictly speaking it isn't actually a race, as it doesn't matter where you finish in relation to the other cars on the road – your only real opponent is yourself.



The other cars are a real pain, especially the blue one that acts like the 'Jammer' from the old TCR racing sets. Once in front it senses your movements and changes lanes accordingly, making it extremely difficult to pass. If you're smart you can dummy it and send it the wrong way, but far more fun is to hit the fire button while directly behind it, which gives a vertical thrust, sending your car leaping into the air and (hopefully) down on top of the Jammer, knocking it out of the race.

Energy is effectively time, and to keep it stocked up you need to keep running over the fuel tanks that appear in the road. The only trouble is, the game's so fast, that by the time you realise there's some extra fuel on the screen you've already driven past it!





The perilously large break in the road comes without any warning apart from two 'living' crash barriers that signal you frantically to stop. Pay no attention, just break straight through them and leap over the ramp (but don't look down).

Inadvertently drive off the side of the road and thanks to your friendly insurance company, a shiny new car is deposited onto the track by a hovercarrier. This is steered left and right to determine where the car is dropped, but be quick about it as time waits for no man.



ST

In case you were wondering, LED stands for Lazer Enhanced Destruction, and the only problem with LED Storm is the lack of just that – any real shooting action *a la* Spy Hunter. It's more of a straight race game with novel twists than a RoadBlasters-type mix of the two genres. Nevertheless, it's fun to play, mostly due to the sheer breakneck speed. The ST doesn't have much of reputation when it comes to high speed scrolling, but here everything moves at an astonishing pace . . . and fairly smoothly too. The ramps, frogs and power-ups enhance the enjoyment, while the cute touches like the horrified waving crash barriers all add to the feel. Sound is fine, with a bouncy, above-average title tune and more than adequate spot-effects. What really makes LED Storm fun though is the combination of the high speed gameplay and well-graded level of difficultly, so things get difficult without being frustrating.

PRICE	£19.99
RELEASE DATE	Out Now
GRAPHICS	66%
SOUND	70%
PLAYABILITY	78%
VALUE	72%

OVERALL 74%

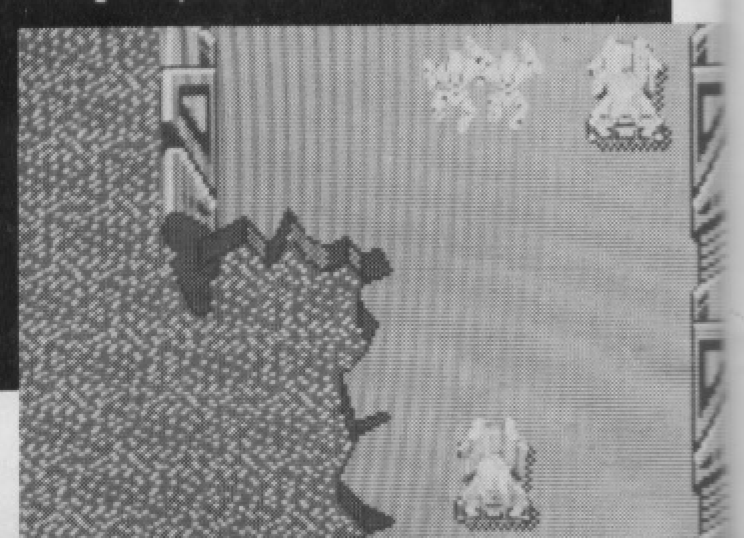
A

There's very little to distinguish this from the ST version. Both run at the same speed, and as such the gameplay is identical. In this case the sound had been beefed up, but apart from that it's business as usual.

PRICE	£19.99
RELEASE DATE	Out Now
GRAPHICS	65%
SOUND	72%
PLAYABILITY	78%
VALUE	72%

OVERALL 74%

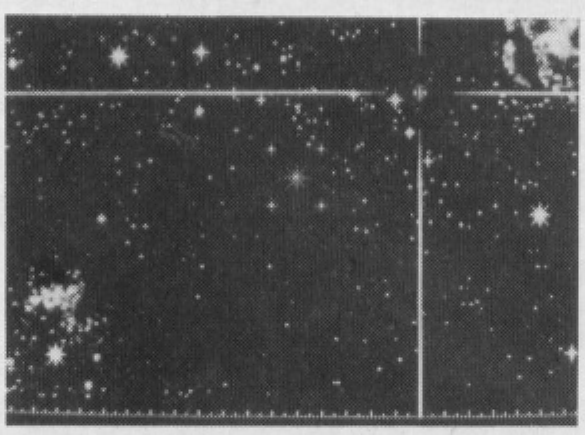
One of LED Storm's many cute touches is the inclusion of pesky frogs that appear from time to time. These hang onto the back of your car and put a stop to your jumping antics, so a bit of side-to-side driving is required to see 'em off.



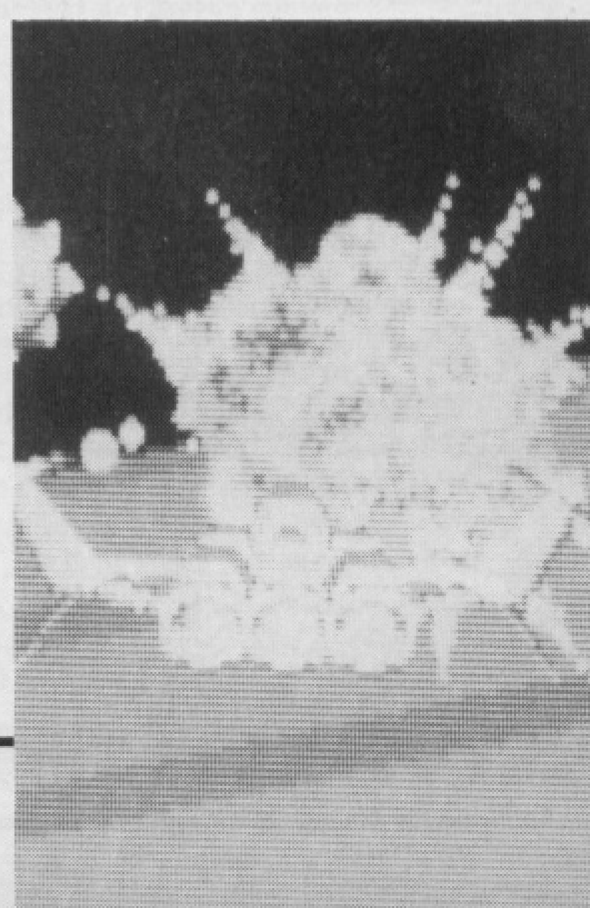


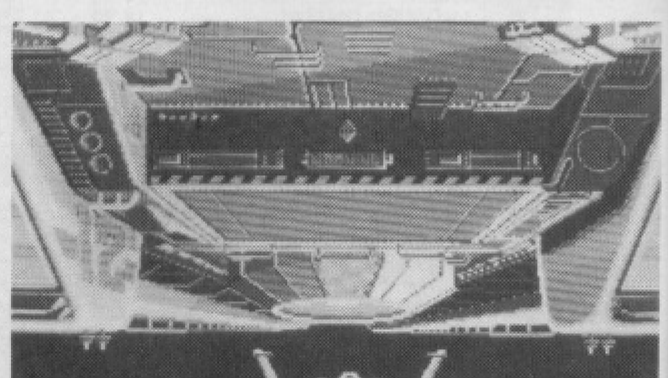
Race-game specialist Titus has taken its first steps into the ever-growing 3D shoot 'em up field with Galactic Conqueror, promising arcade quality graphics and gameplay. But coin-op connoisseur Brian Nesbitt knows a clone when he sees one.

Galactic C



Before you can get down to the serious business of blowing away alien mommas, you select the planet that you want to liberate from alien domination. Red planets are under the enemy's thumb, while those in blue are called 'very far from ally' planets, and so might also benefit from a bit of high-voltage electric destruction.





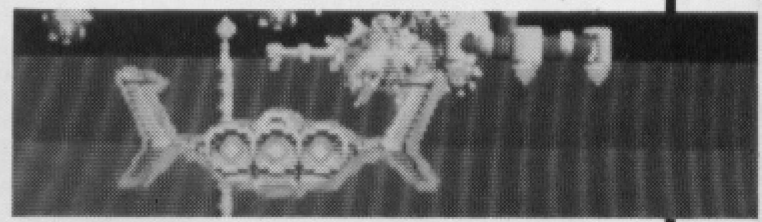
Your galactic fighter, nattily named Thunder Cloud II, is dropped off at the beginning of each level by a vast throbbing star cruiser. This also appears at the end of the blasting to recharge your shield and to take you to the next field of battle.

The revolutionary 3D graphics pioneered by Sega have had arcade audiences gasping for some time with games like Space Harrier, Afterburner and Galaxy Force, but so far there's been nothing of comparable quality on the ST and Amiga. Both Elite's conversion of Space Harrier and Activision's Afterburner were reasonable attempts, but nothing really startling has appeared as yet. Titus now attempts to put that situation to rights with Galactic Conqueror, a tribute (ahem!) to Sega's own space extravaganza Galaxy Force.

A Galactic Conqueror almost succeeds in reproducing the fast 3D graphic sensation that Sega does so well in the arcades... almost. Unlike Galaxy Force or Afterburner, the play area is very bare, there aren't any cavern sections to negotiate. Instead the whole game is little more than flying over bland two-colour flat landscapes shooting aliens (that don't even appear that often!). As the ship is always brought back to the centre of the screen automatically, avoiding incoming objects seems to be more of a matter of luck than skill. It is fast, sure, but that's only because there's so little going on on-screen. Galactic Conqueror is a wasted opportunity. Hopefully Activision's official conversion of the game that inspired it will be better.

PRICE	£24.95
RELEASE DATE	Out Now
GRAPHICS	43%
SOUND	39%
PLAYABILITY	42%
VALUE	34%

OVERALL 41%



ST Unsurprisingly, there's very little to distinguish this from its Amiga counterpart. The sound is weaker and the game speed ever-so-slightly slower, but otherwise it's exactly the same game.

PRICE	£19.95
RELEASE DATE	Out Now
GRAPHICS	43%
SOUND	39%
PLAYABILITY	42%
VALUE	34%

OVERALL 41%

PC Little information as yet, but it should end up quite close to the Amiga and ST versions. Update next month.

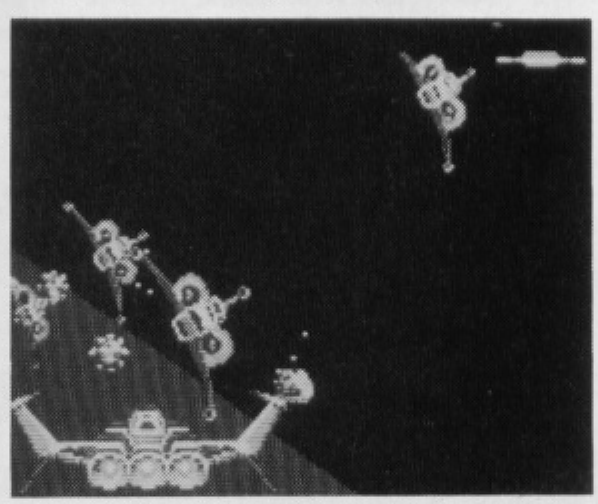
PRICE	£24.99
RELEASE DATE	Out Now

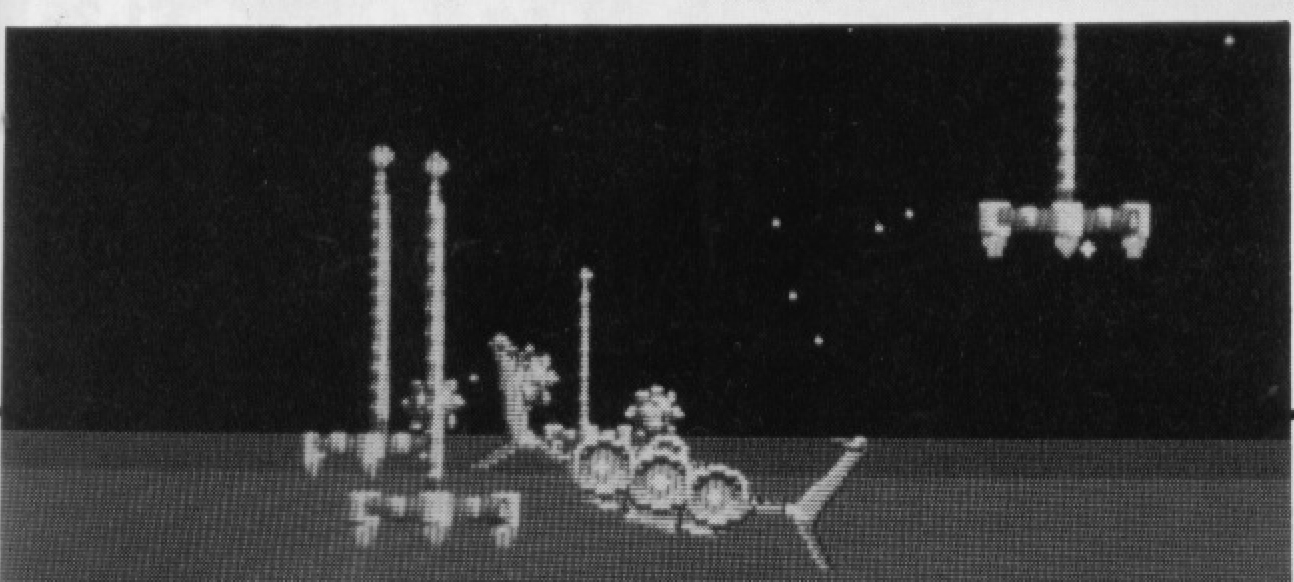
Conqueror

Each level or mission is comprised of three stages, the first being a ground fight, littered with mines, probe-robots (that look uncannily like floating lamp-posts) and the occasional wave of meteorites. The enemy fighters (redesigned A-Wing fighters from Return Of The Jedi**) also make an appearance, but don't appear in force until the next two stages: the Aerial and Space fight.**



In true Afterburner **style you can perform stomach-churning barrel rolls, and you can even stop them half-way through and carry on fighting upside down, although this is more of a graphic frill than an integral part of the gameplay.**



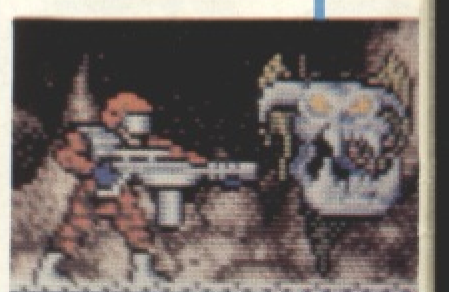




After a hugely successful debut with Menace, Psygnosis' new arcade sub-label Psyclapse is back, this time with an arcade adventure cum shoot 'em up in the mould of Obliterator. Gary Whitta dons his pressure suit and beams down into the domain of the demonic one...

Baal





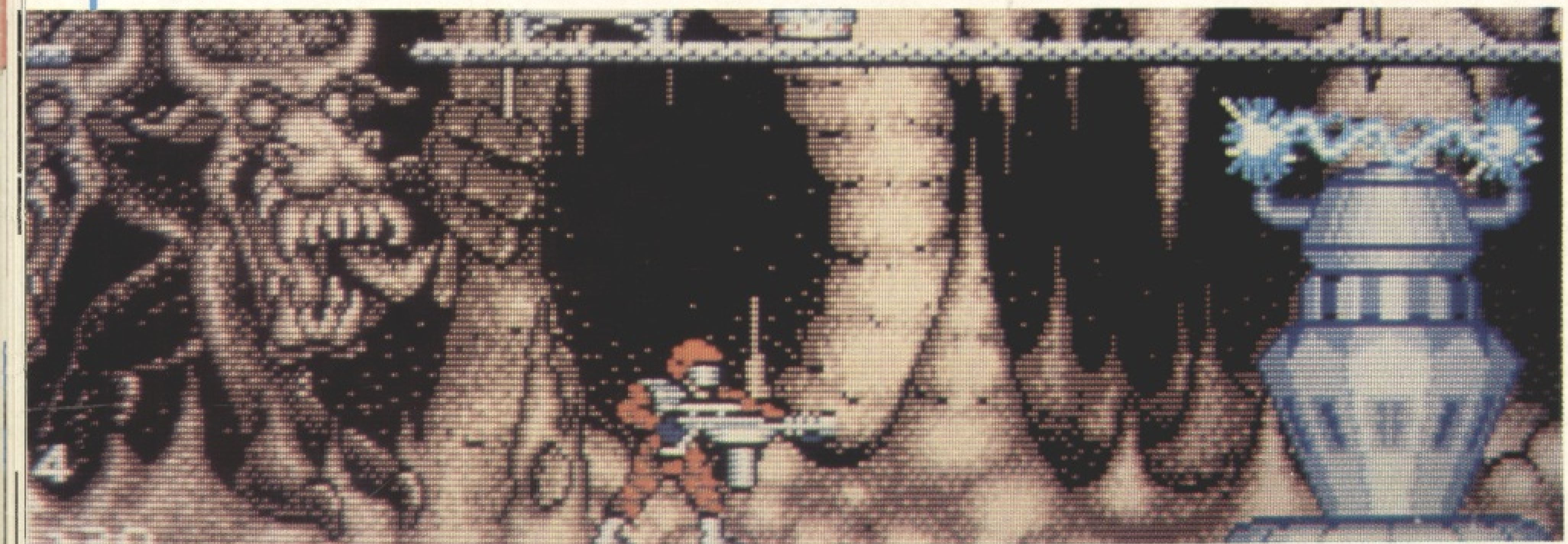
The Baal of the title is an irate demon who has been summoned into our dimension due to a cock-up by a group of amateur archeologists (the full silly story can be found in the manual).

While this creature is planning the planet's demise, a heroic time warrior is beamed into its cavernous home. Not surprisingly, this is an excuse for an arcade adventure with blasting overtones set over several levels and hundreds of screens.

Baal's minions come in all shapes and sizes, but they tend towards the green and slimy. Bodily contact is fatal, while their venom reduces your energy level. The standard laser cannon is rather weedy, so before you can start wasting aliens properly you'll need to find more advanced weapons cartridges.







Some walkways and passages are blocked by powerful plasma energy beams. To shut these down, the fusion reactors which generate them must be located and destroyed with laser fire. Different reactors power different beams, so you may find that by destroying the wrong reactor you've inadvertently shut down the beams on another platform and your way ahead is still blocked.

The idea is to locate the scattered pieces of a war machine, blasted across three levels. Beam in, collect all the pieces on that level and beam back out again... then repeat the process on the next level. Each levels's massive size makes finding the pieces difficult, so a lot of exploring needs to be done beforehand.



ST

Although Baal doesn't break any new ground in games design (it's little more than a simple arcade adventure at heart), it does what it sets out to do very well. The exploration aspect is interesting (although the play area is large there's always something to see or do) while the blasting action is something to get your teeth into. The gameplay is backed up by some pleasant graphics with fast and smooth scrolling. The sound however, is poor and the effects begin to grate before long. As arcade adventures go, Baal is as good as they come – but the lack of originality may do serious damage to its staying power.

PRICE	£19.95
RELEASE DATE	Out Now
GRAPHICS	72%
SOUND	58%
PLAYABILITY	70%
VALUE	58%

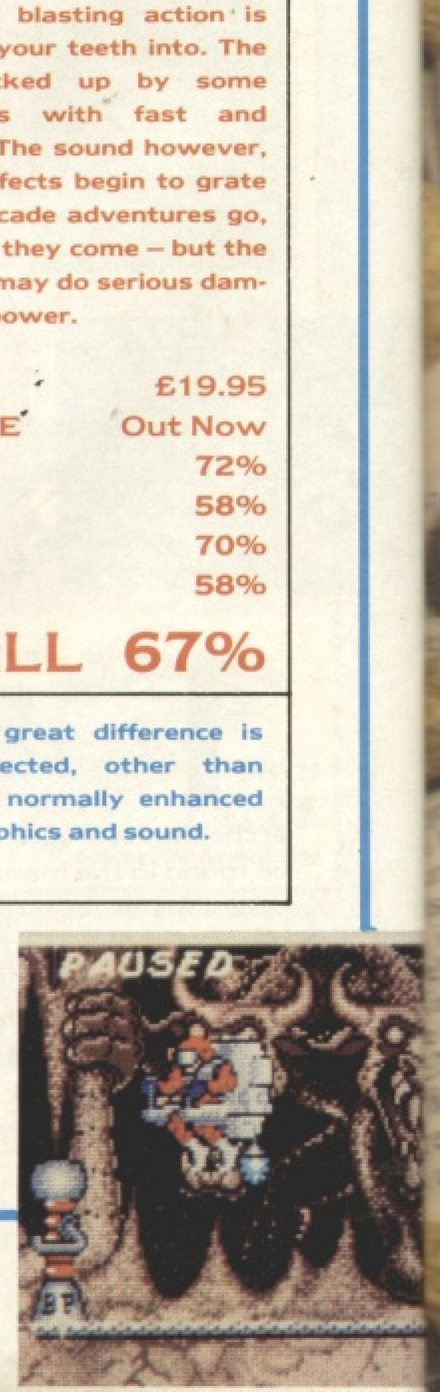
OVERALL 67%

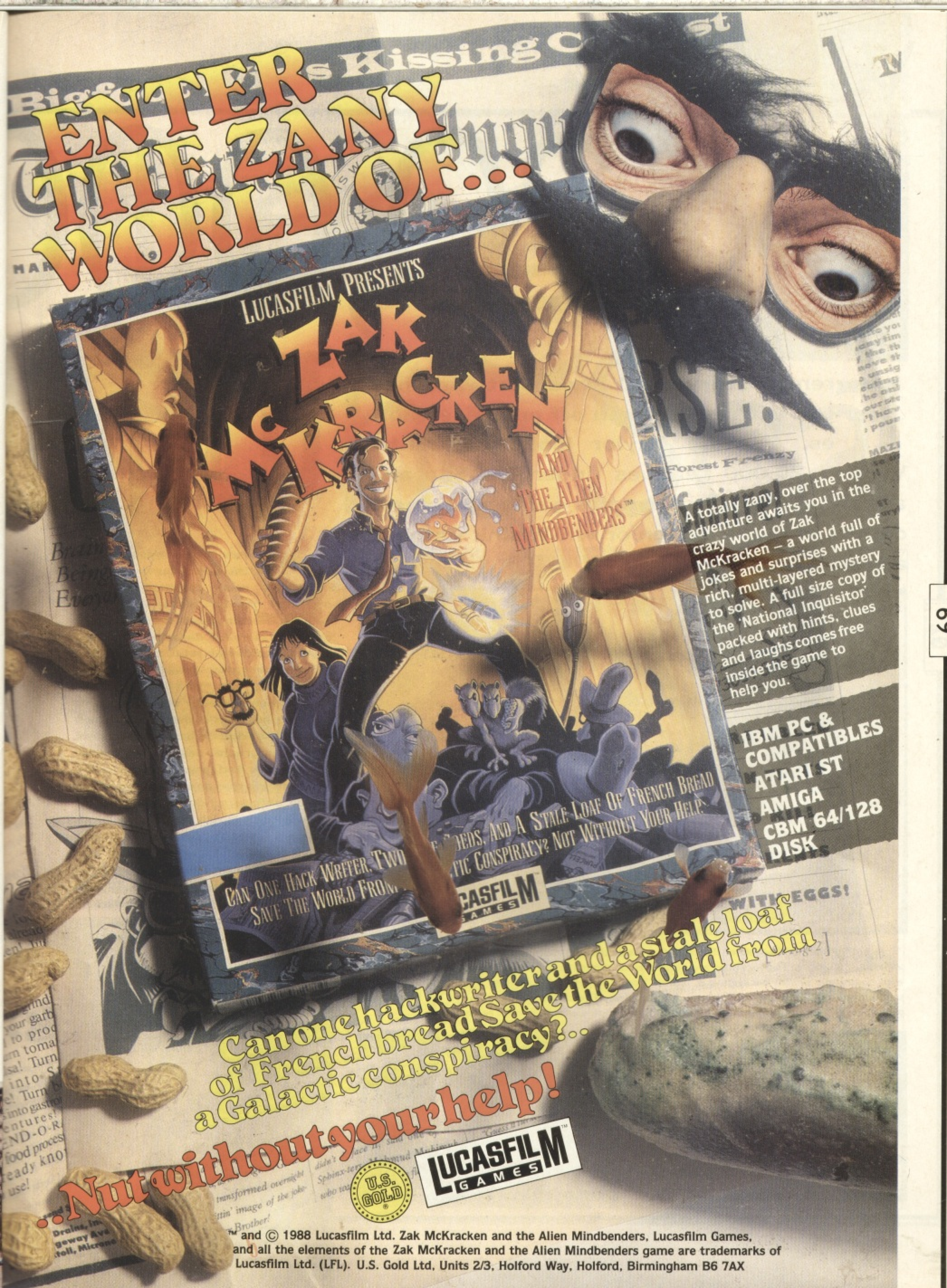
A

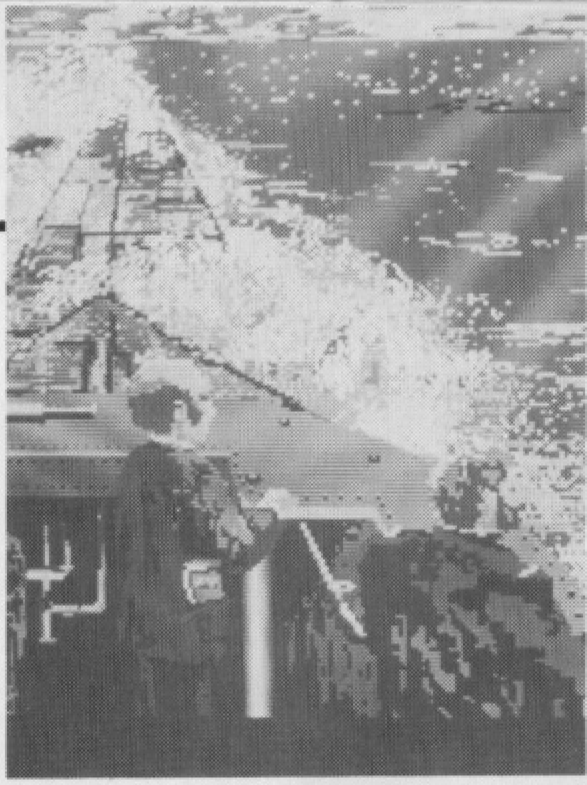
No great difference is expected, other than the normally enhanced graphics and sound.



Having battled your way through rows of energy blockades, you may come across an old telephone box labelled 'Out of order'. This contains a shiny new rocket pack to jet around the caves with, doing away with the need for ladders. Be sure that you've collected enough fuel pods before taking off though... running out of fuel is deadly.

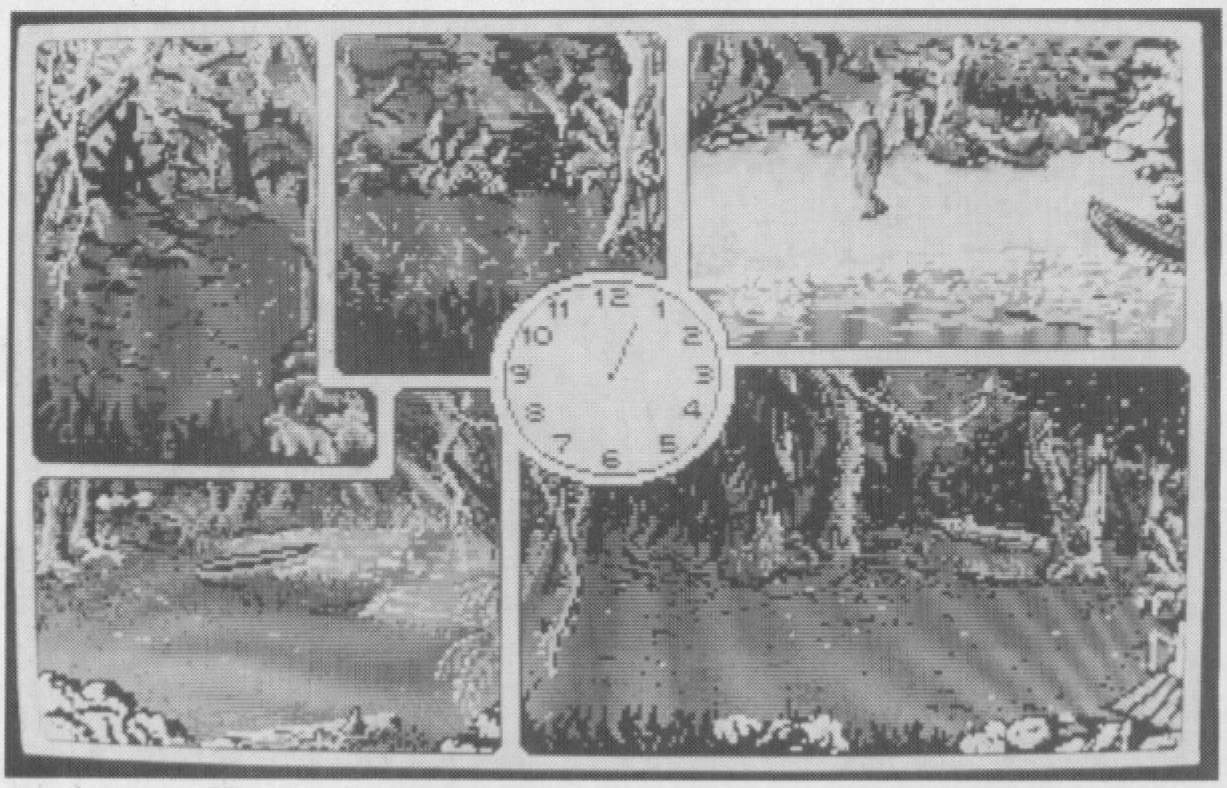



ENTER THE ZANY WORLD OF...
LUCASFILM PRESENTS
ZAK McKRACKEN
AND THE ALIEN MINDBENDERS™
A totally zany, over the top adventure awaits you in the crazy world of Zak McKracken – a world full of jokes and surprises with a rich, multi-layered mystery to solve. A full size copy of the 'National Inquisitor' packed with hints, clues and laughs comes free inside the game to help you.
IBM PC & COMPATIBLES
ATARI ST
AMIGA
CBM 64/128 DISK
Can one hackwriter and a stale loaf of French bread Save the World from a Galactic conspiracy?..
..Nut without your help!
U.S. GOLD
LUCASFILM GAMES
™ and © 1988 Lucasfilm Ltd. Zak McKracken and the Alien Mindbenders, Lucasfilm Games, and all the elements of the Zak McKracken and the Alien Mindbenders game are trademarks of Lucasfilm Ltd. (LFL). U.S. Gold Ltd, Units 2/3, Holford Way, Holford, Birmingham B6 7AX

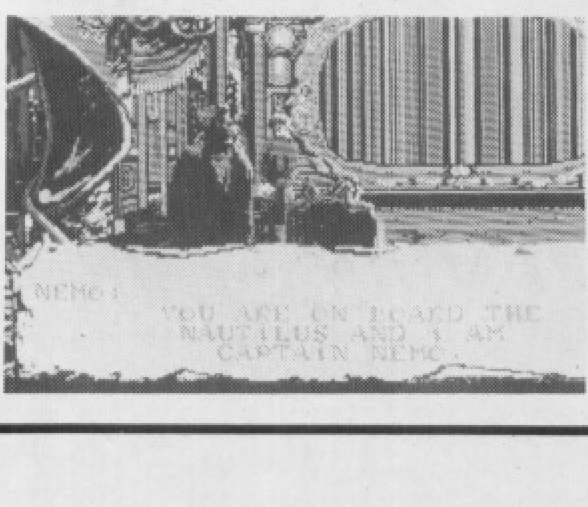


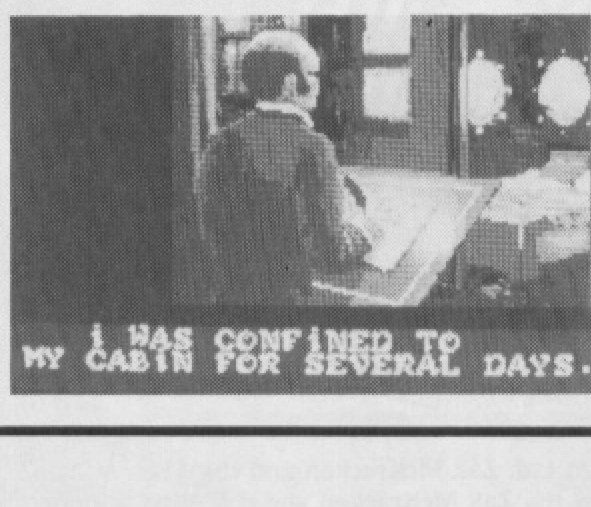
20,000 Und

French 'storybook' style software has not yet really taken off on these shores. Graham Taylor looks at Coktel Vision's 20,000 Leagues Under The Sea and asks the question: does this game probe new depths in game design or will it sink without a trace?



The island sequence illustrates concisely the strengths and weaknesses of this kind of game. The locations are illustrated as though in the pages of a comic – framed but with beautifully drawn backgrounds. Great. Your character is a smallish figure you can move somewhat jerkily between each frame. Not so great. The challenge is to explore the island and pick up clues in a tight time limit. However this arcade element doesn't really work.

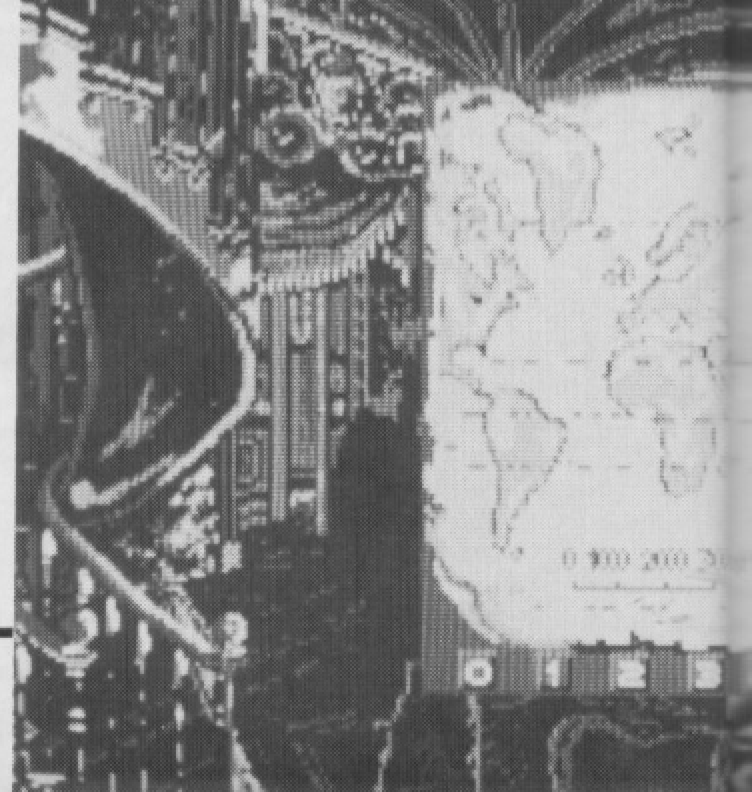




Even if you haven't read the book you've probably seen the dodgy Hollywood movie of 20,000 Leagues Under The Sea. It tells the story of Captain Nemo, his giant submarine Nautilus and the group of everyday Victorian adventurers who stumble into it.

It's a theme ripe for computer game plucking because it mixes lots of action with a kind of dated stylishness that gives graphic designers a chance to show off. And graphic presentation is something that seems to obsess the French software houses – maybe it's to do with their rich tradition of comic book art – and, for English tastes, it's led to games which are pretty to look at... but not much else.

In particular it's led to a curious genre of games that I'd call (for want



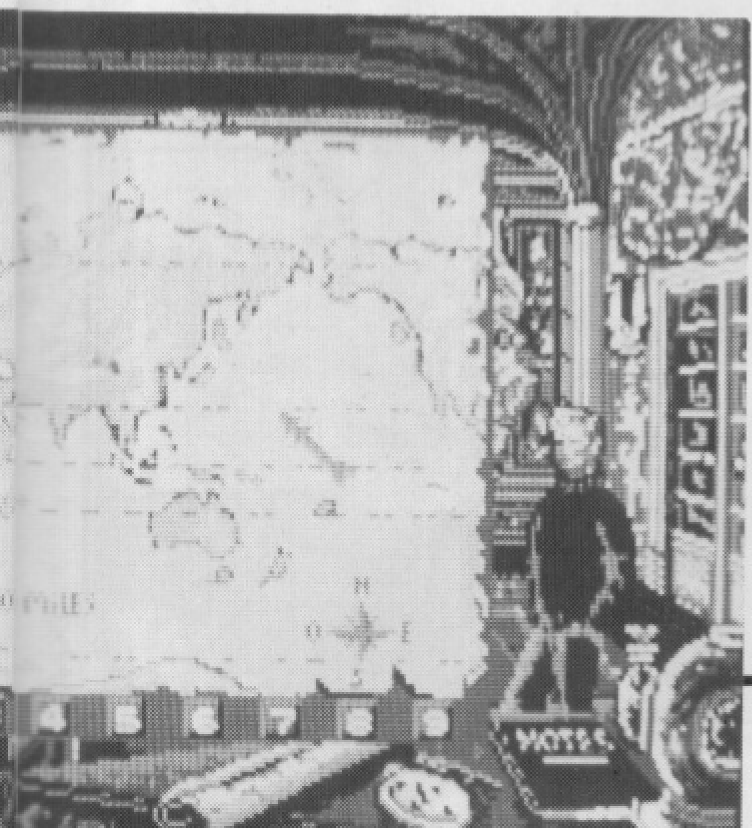
0 Leagues der The Sea

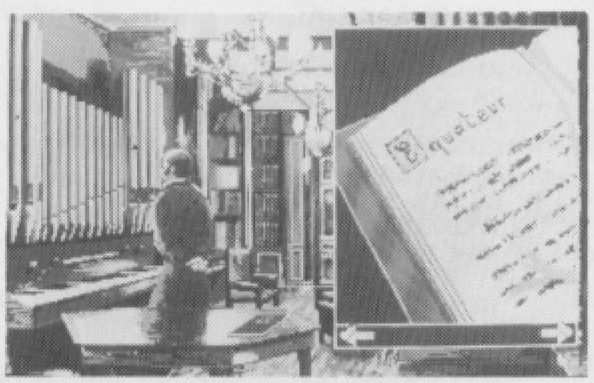
of anything else) 'storybook'. The screen layout looks rather like the pages of a book, there is a lot of descriptive text and far less continuous interaction than in most games. What arcade sequences there are, are limited (and usually awful).

20,000 Leagues is very much in this vein, you spend quite a lot of time just *looking* at the pretty pictures. That said, this 'storybook' has more action in it than many of the others and could just make it in the UK.

You play Monsieur Aronnax, a French professor who, with his friends, lands aboard the Nautilus when it smashes through his ship. In order to survive, you must learn as much as you can about the ship and Captain Nemo as quickly as possible.

Here's an example: in the opening screen — the Nautilus living room —



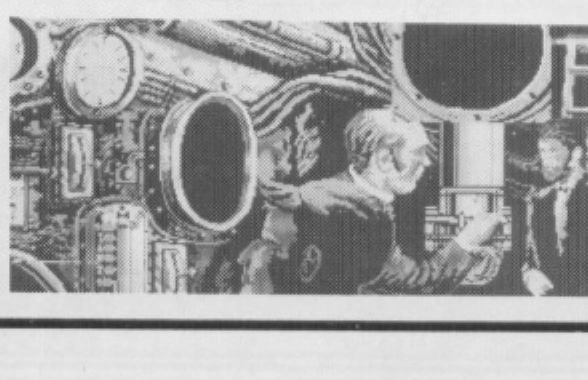


▲ Nemo's cabin contains a wealth of clues among its Victorian play-things. Books are always a good place to start – and what about that organ?

there is at least one exit from which it is a big mistake to leave, namely the one to the outside. Glub. End of Game.

There are more subtle hazards as well: if you start playing around with the controls of the ship you are likely to be confined to your cabin — thus wasting precious time.

Much of what happens depends on your being in the right place at the right time. For example, early in the game you get the opportunity to explore a mysterious island — but only if you perform the right sequence of actions at the right time. Get it wrong or miss the clues and this section is missed forever.



A I got some way into the game and I guess I was more hooked on this one than any of the other 'storybook' packages I've seen, but I still don't think it quite works. There's a strong storyline, excellent comic style graphics and superb sound effects (though the opera sample at the beginning is a bit bizarre). It also integrates some arcade sections into the overall design more slickly than I've seen before. Not slickly enough yet though. The arcade side is its weakest aspect, it feels 'bitty' and lacks excitement. Maybe it does come down to some elusive cultural difference, such that the French love this kind of thing and the British need more obvious excitement in their games. This one doesn't quite make it, but maybe next time starting with game design first and then doing fabulous pictures might finally produce a marvellous game.

PRICE	£24.95
RELEASE DATE	Out Now
GRAPHICS	80%
SOUND	79%
PLAYABILITY	56%
VALUE	53%

OVERALL 59%

ST There are unlikely to be any major differences, although the atmosphere so ably generated by the Amiga will suffer slightly at the hands of the ST.

Thunderblade

Operation Wolf

SOFTSELLERS

12 SANDPIPER CLOSE, LONGRIDGE PARK, COLCHESTER, ESSEX CO4 3GE

36A Osborne St, Colchester, Essex

Access MasterCard

We will match any Software price advertised by another company providing the advert is a current issue and not a special offer. Please state

BARCLAYCARD VISA

5a Dogs Head St, Ipswich, Suffolk

24hr MAIL ORDER PURCHASE LINE (0206) 869668 (0206) 863193

ATARI ST

AFTERBURNER	13.99
A QUESTION OF SPORT	12.99
ARMY MOVES	12.99
ALIEN SYNDROME	12.99
ACTION SERVICE	12.99
ARMALYTE	12.99
BATMAN	12.99
BARDS TALE I OR II	16.99
B.A.T.	16.99
BARBARIAN II	12.99
BATTLECHESS	16.99
BOMBUZAL	15.99
BUTCHER HILL	16.99
CARRIER COMMAND	15.99
CAPTAIN BLOOD	15.99
CHRONO QUEST	19.99
COMBAT SCHOOL	12.99
CORRUPTION	15.99
DALEY THOMPSON OC	12.99
DRAGON NINJA	12.99
DOUBLE DRAGON	12.99
DUNGEON MASTER	15.99
DRILLER	15.99
ELITE	15.99
ELIMINATOR	13.99
FALCON	15.99
F16 COMBAT PILOT	15.99
F19 STEALTH FIGHER	15.99
FERNANDEZ MUST DIE	15.99
FED OF FREE TRADERS	19.99
FISH	15.99
FOOTBALL MANAGER II	12.99
FOOTBALL DIRECTOR II	12.99
GUERILLA WAR	12.99
GRYZOR	12.99
GHOSTS & GOBLINS	12.99
HEROES OF THE LANCE	16.99
HOSTAGES	15.99
INTERNATIONAL KARATE +	12.99
INTERNATIONAL SOCCER	12.99
IRON LORD	16.99
JOAN OF ARC	13.99
LEADERBOARD BIRDIE	16.99
LEGEND OF THE SWORD	15.99
L.E.D. STORM	13.99
LOMBARD R.A.C. RALLY	15.99
LEATHERNECKS	12.99
LANCELOT	12.99
MENACE	15.99
MICROPROSE SOCCER	15.99
19 BOOT CAMP	12.99
NIGEL MANSELLS GRAND PRIX	16.99
NIGHT RAIDER	13.99
OPERATION WOLF	12.99
OUT RUN	13.99
OVERLANDER	12.99
PAPERBOY	12.99
PACMANIA	12.99
POWERDROME	16.99
POOLS OF RADIANCE	16.99
PURPLE SATURN DAY	15.99
QUADRALIEN	12.99
ROADBLASTERS	12.99
ROBOCOP	12.99
R-TYPE	13.99
ROCKET RANGER	19.99
RETURN OF THE JEDI	13.99
RAMBO III	12.99
SHADOWGATE	15.99
SPACE HARRIER	12.99
STARGLIDER II	15.99
SKYCHASE	12.99
ST FIVE STAR	15.99
STAR RAY	12.99
SPEEDBALL	15.99
S.D.I.	13.99
SKATE OR DIE	16.99
SUPER HANG-ON	13.99
TECHNO COP	16.99
TIGER ROAD	13.99
TRACKSUIT MANAGER	12.99
TRIVIAL PURSUITS (New version)	13.99
TRIAD	19.99
THUNDERBLADE	13.99
U.M.S.	15.99
VICTORY ROAD	12.99
VIRUS	12.99
WHERE TIME STOOD STILL	12.99
WEC LE MANS	12.99
WHIRLIGIG	12.99
XENON	12.99

HARDWARE

ATARI 520STFM WITH 1 MEG DRIVE	269.95
ATARI 520 SUPER PACK INC 21 GAMES + BUSINESS ORGANISER DATABASE/SPREADSHEET WORDPROCESSOR/DIARY	349.95
ATARI 1040STFM NOW WITH MODULATOR AND SOFTWARE PACK	449.95
ATARI SMM804 DOT MATRIX PRINTER	179.95
ATARI SC1224 MED RES COLOUR MONITOR	299.95
CUMANA 1 MEG DRIVE ST	99.95
AMIGA 500 WITH FREE MODULATOR, TUTORIAL, EXTRAS DISC AND PHOTON PAINT	369.95
AMIGA 500+ 1084s COLOUR MONITOR	599.95
AMIGA 500 BUSINESS PACK INLCUDING 1084s COLOUR MONITOR, CITIZEN 120D PRINTER THE 'WORKS' SOFTWARE DATABASE, SPREADSHEET WORDPROCESSOR + PC EMULATOR	669.95+VAT
1084s COLOUR MONITOR	249.95
CITIZEN 120D DOT MATRIX PRINTER	199.95
CUMANA 1 MEG DRIVE AMIGA	99.95
AMIGA MEMORY EXPANSION TO 1 MEG + CLOCK CARD	139.95

Please include £5.00 postage and packing on all hardware items in the UK. Overseas add £10.00

10 3½ INCH BLANK DISCS	9.95
JOYSTICK EXTENDORS ATARI ST	4.95
4 PLAYER ADAPTORS ATARI ST	4.95
4 PLAYER ADAPTORS AMIGA 500	4.95

AMIGA

AFTERBURNER	13.99
A QUESTION OF SPORT	12.99
AMIGA GOLD HITS	16.99
ARMY MOVES	15.99
ALIEN SYNDROME	15.99
ACTION SERVICE	12.99
ARMALYTE	12.99
BATMAN	15.99
BARDS TALE I OR II	16.99
B.A.T.	16.99
BARBARIAN II	12.99
BATTLECHESS	16.99
BOMBUZAL	15.99
BUTCHER HILL	16.99
CARRIER COMMAND	15.99
CAPTAIN BLOOD	15.99
CHRONO QUEST	19.99
COMBAT SCHOOL	15.99
CORRUPTION	15.99
DALEY THOMPSONS OC	15.99
DRAGON NINJA	15.99
DOUBLE DRAGON	12.99
DUNGEON MASTER	15.99
DRILLER	15.99
ELITE	15.99
ELIMINATOR	13.99
F19 STEALTH FIGHTER	15.99
FALCON	15.99
FERNANDEZ MUST DIE	15.99
FED OF FREE TRADERS	19.99
FISH	15.99
FUSION	16.99
FOOTBALL MANAGER II	12.99
FOOTBALL DIRECTOR II	12.99
GUERILLA WAR	15.99
GRYZOR	15.99
GHOSTS & GOBLINS	15.99
HEROES OF THE LANCE	16.99
HOSTAGES	15.99
INTERCEPTOR	16.99
INTERNATIONAL SOCCER	12.99
IRON LORD	16.99
JOAN OF ARC	16.99
LEADERBOARD BIRDIE	16.99
LEGEND OF THE SWORD	15.99
L.E.D. STORM	12.99
LOMBARD R.A.C. RALLY	15.99
LEATHERNECKS	12.99
LANCELOT	12.99
MENACE	15.99
MICROPROSE SOCCER	15.99
19 BOOT CAMP	12.99
NIGEL MANSELL'S GRAND PRIX	16.99
NIGHTRAIDER	13.99
OPERATION WOLF	13.99
OUTRUN	13.99
OVERLANDER	15.99
PAPERBOY	15.99
PACMANIA	12.99
POWERDROME	16.99
POOLS OF RADIANCE	16.99
PURPLE SATURN DAY	15.99
QUADRALIEN	15.99
ROADBLASTERS	16.99
ROBOCOP	15.99
R-TYPE	13.99
ROCKER RANGER	19.99
RETURN OF THE JEDI	13.99
RAMBO III	15.99
SHADOWGATE	15.99
SPACE HARRIER	15.99
STARGLIDER II	15.99
SKYCHASE	12.99
STAR RAY	15.99
SPEEDBALL	15.99
SKATE OR DIE	16.99
TECHNO COP	16.99
TIGER ROAD	13.99
TRACKSUIT MANAGER	12.99
TRIVIAL PURSUITS (New version)	13.99
TRIAD	19.99
THUNDERBLADE	16.99
TIME AND MAGIK	12.99
TV SPORTS FOOTBALL	19.99
U.M.S.	15.99
VICTORY ROAD	15.99
VIRUS	12.99
WHERE TIME STOOD STILL	15.99
WEC LE MANS	15.99
WHIRLIGIG	12.99
XENON	12.99

TITLE	Comp	Price
	Total Cost £:	

Name: ....

Address: ....

....

....

Tel No: ....

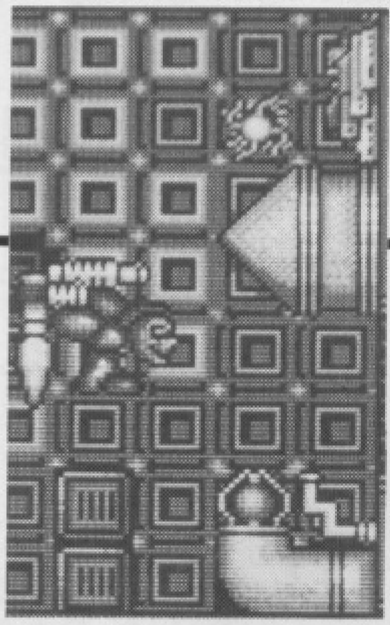
FAST SERVICE

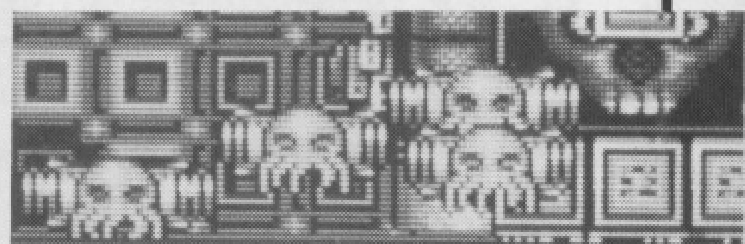
ONEFEB

Cheques & Postal Orders payable to SOFTSELLERS. Post & Packing Free in U.K. Overseas £1.50 per item. Shop prices may vary, but personal callers can claim approx 10% discount off R.R.P. on most listed items on production of this advert.

Afterburner

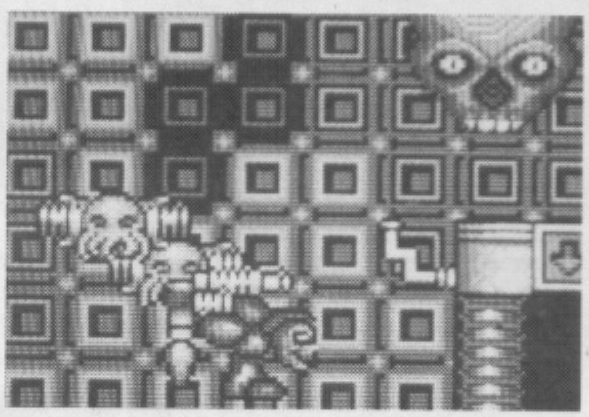
R-Type





Hewson continues its shoot 'em up onslaught with Custodian, hyped as the most hectic blaster to date. Armed to the teeth, Gary Whitta puts the body-baggers on overtime.

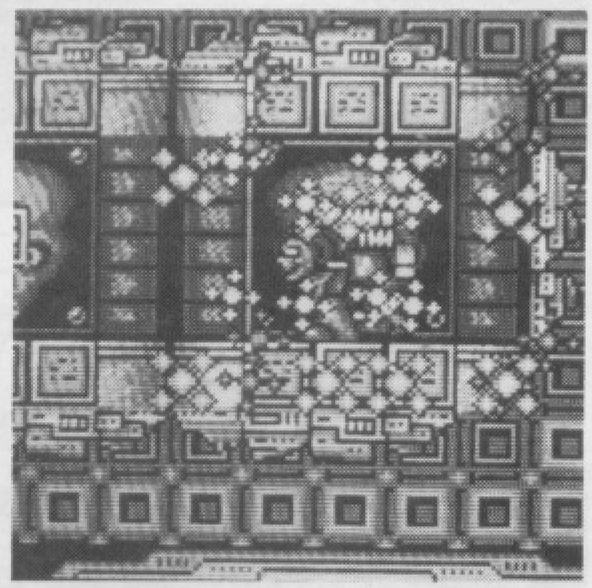
Custodian

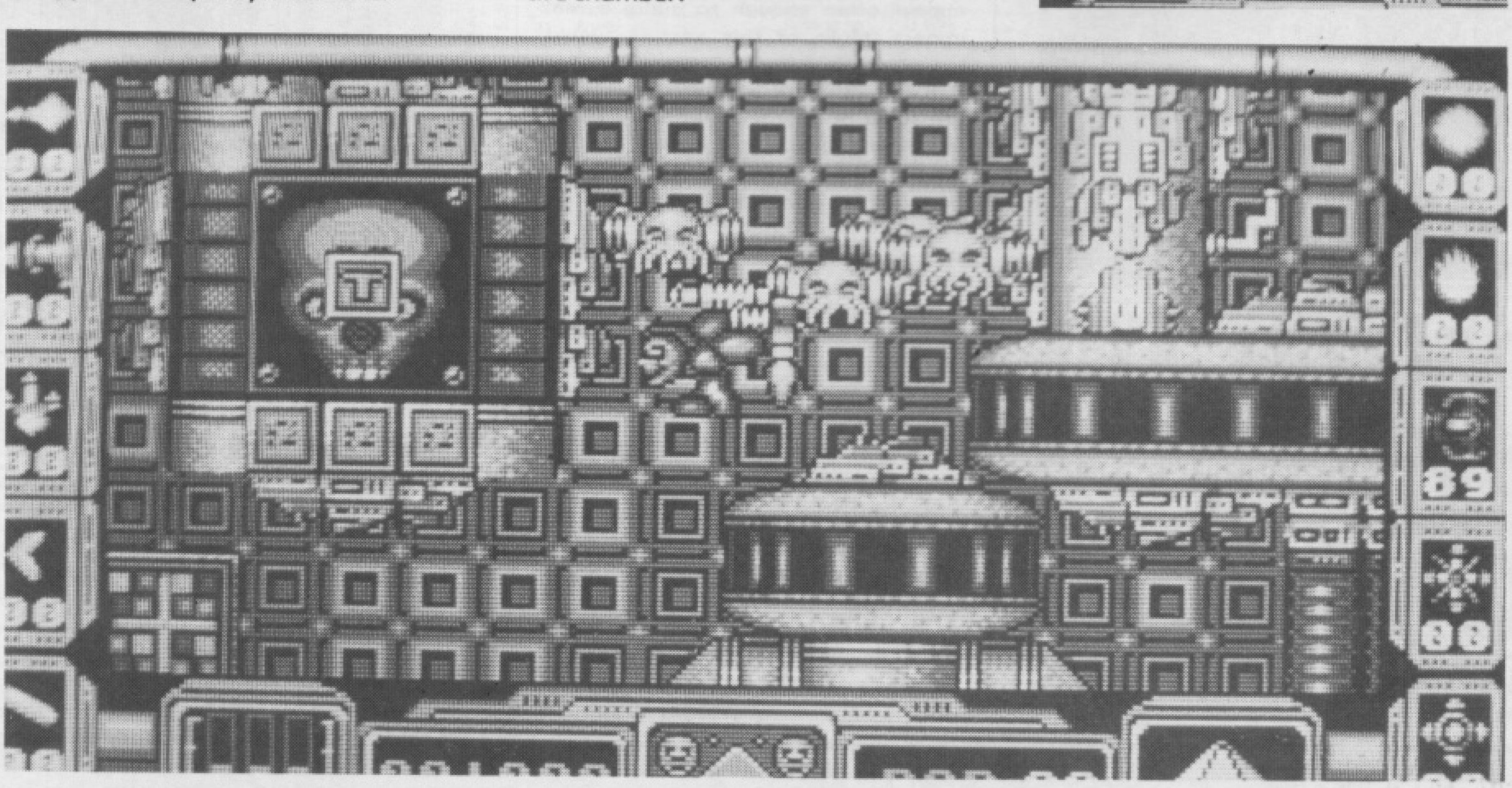


Movement through the large burial chambers is considerably eased by accessing teleport cubes. However, using these is an easy way to get lost as your re-entry point is completely randomised.

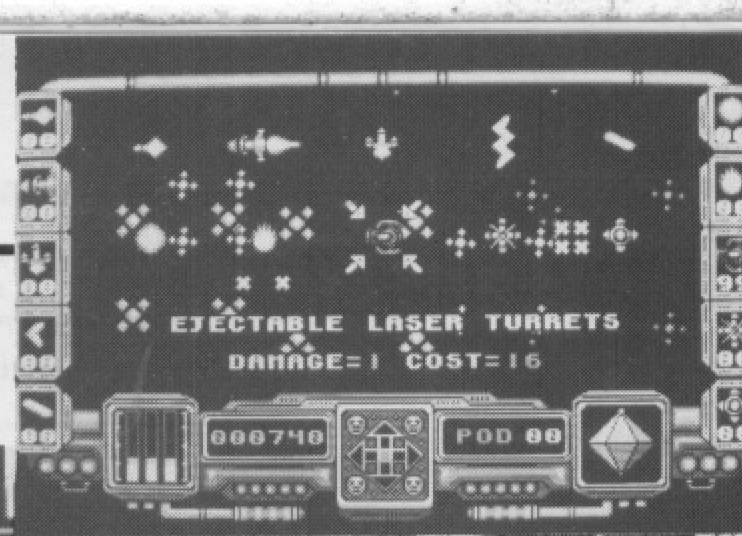
As chief guardian of a futuristic cemetery, a death chamber where corpses are preserved in nuclear-powered-tombs, your mission is to fend off the attack of biological parasites which threaten deactivation.

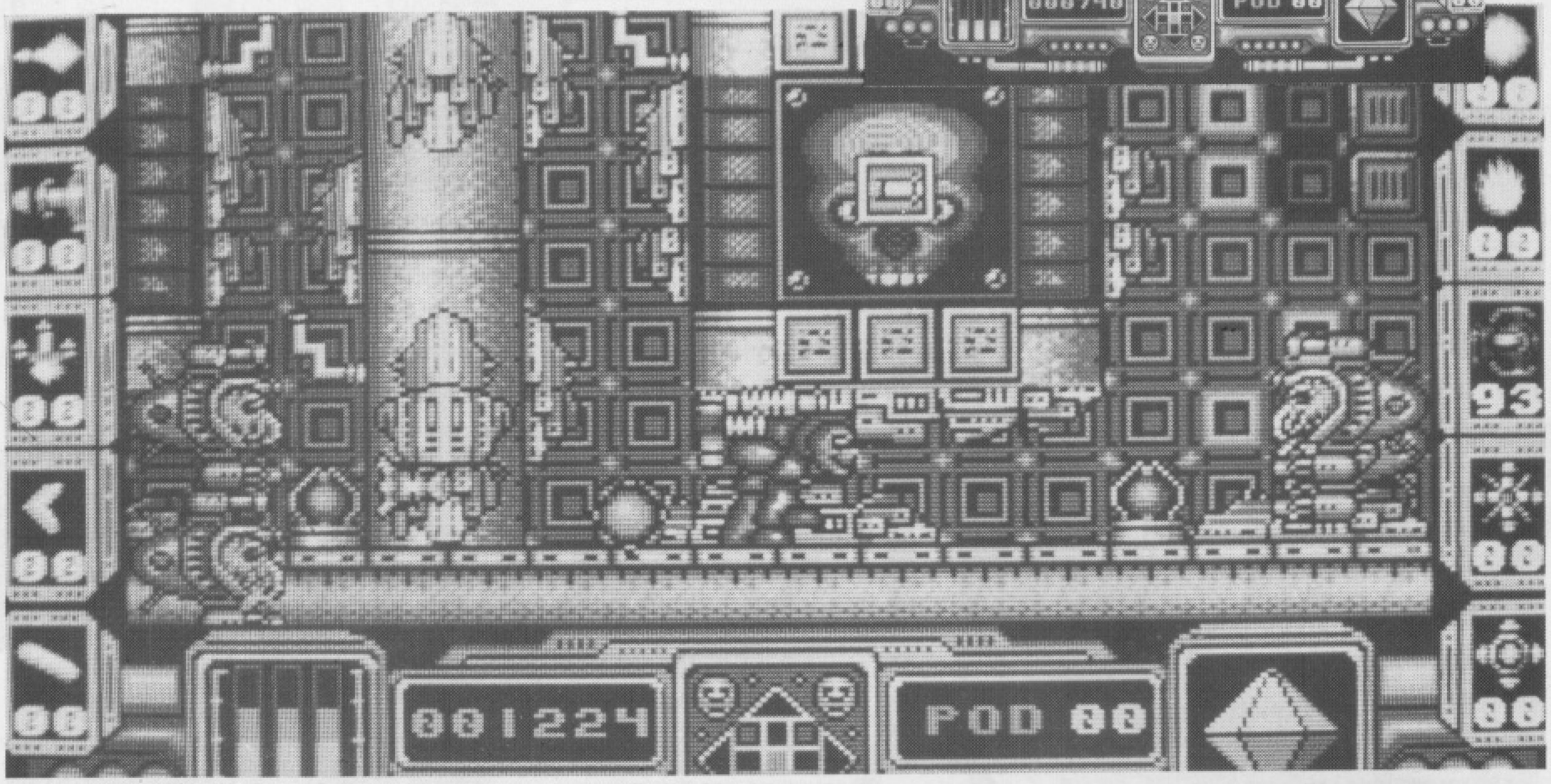
There are three tombs to protect, each some 250 screens large and scrolling in every direction. Armed initially with just a simple laser, your goal is to build your strength up and ultimately destroy the bacteria-ridden pods which threaten to infect the entire chamber.



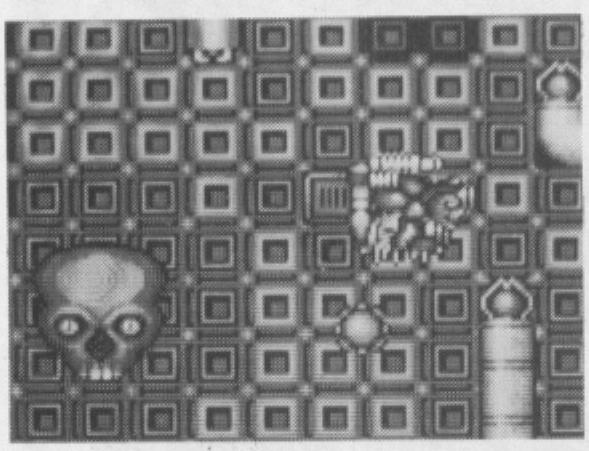


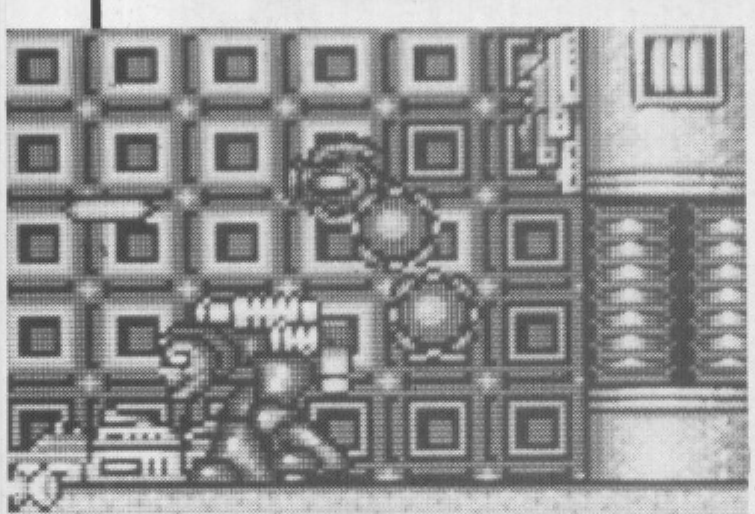
REVIEW





The first objective is to upgrade the weapon systems. Blow away a few nasties and pile up some points so you can visit a weapons locker, where your points can be traded off for meatier weapons such as rocket shells, electro bolts, fireballs, smart bombs and homing missiles. The only gripe is that all this awesome hardware has to be selected with the function keys *a la* Cybernoid.





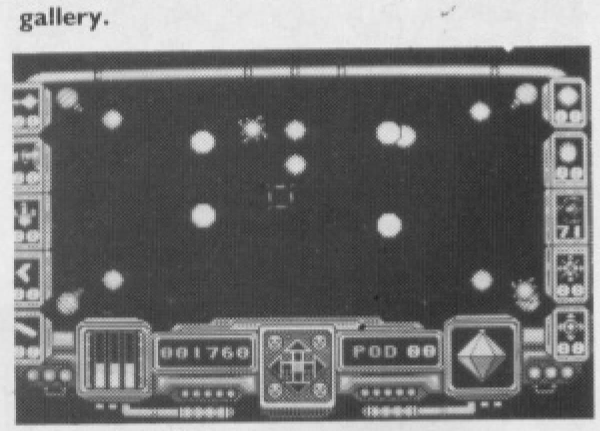
A

Custodian is a fair attempt – but it could have been a lot better. The game is fast and smooth, giving a good hectic feel, but there are times when it gets just too fast to keep up and all track is lost of what's going on. The weapon chambers work well enough to add to the gameplay and the pod-blasting section is fun, but this doesn't appear often enough to make a real impact. More of this section would have gone down well. The graphics are fine and very colourful, although there are some poorly defined sprites – the most noticable being the main character! However, the sound is poor, with David Whittaker supplying a few mediocre tunes that don't add a great deal. On the plus side, there's a define keys option (something that is sadly lacking in nearly all 16-bit offerings) and there's certainly enough action to keep hardened blasters happy for a (shortish) while.

PRICE	£19.95
RELEASE DATE	Out Now
GRAPHICS	71%
SOUND	58%
PLAYABILITY	72%
VALUE	66%

OVERALL 67%

Collected pods are taken to a special 'black hole' chamber (normally found in the corners). Once inside, blast the pod into oblivion using cross-hair aimed laser rifles in a futuristic shooting gallery.



ST

Slightly less colourful, the ST version is also a bit slower (which is perhaps a boon). The gameplay faults are still in evidence though, making success more a matter of luck than judgement.

PRICE	£19.95
RELEASE DATE	Out Now
GRAPHICS	67%
SOUND	56%
PLAYABILITY	74%
VALUE	66%

OVERALL 65%

It's best to buy NOT one game BUT two games or more from the club that gives you TWO for less than the price of ONE

Special Reserve

Offer	Format	Games	Price
TWO for the price of ONE	AMIGA	Falcon / Captain Blood	NOT 54.94 BUT **24.98**
TWO for the price of ONE	ATARI ST	Falcon / Captain Blood	NOT 44.94 BUT **22.47**
TWO for the price of ONE	IBM	Falcon / Captain Blood	NOT 59.94 BUT **28.98**
TWO for the price of ONE	AMIGA	Rocket Ranger / Three Stooges	NOT 59.98 BUT **26.98**
TWO for the price of ONE	AMIGA or ST	Elite / Xenon	NOT 44.94 BUT **22.46**
TWO for the price of ONE	AMIGA	TV Sp Football (USA) / GFL Ch Football (USA)	NOT 54.98 BUT **22.98**
TWO for the price of ONE	AMIGA or ST	Starglider 2 / Skychase	NOT 44.94 BUT **21.46**
TWO for the price of ONE	AMIGA, ST or IBM	Football Manager 2 / GFL Ch Football (USA)	NOT 44.94 BUT **17.96**
TWO for the price of ONE	AMIGA or ST	Galdregon's Domain / Captain Blood	NOT 44.90 BUT **19.96**
TWO for the price of ONE	IBM	Sherlock / Lurking Horror	NOT 49.98 BUT **12.98**
TWO for the price of ONE	AMIGA or ST	Xenon / Skychase	NOT 39.98 BUT **15.98**
TWO for the price of ONE	AMIGA	Pacmania / Three Stooges	NOT 49.94 BUT **20.96**
TWO for the price of ONE	ATARI ST	Purple Saturn Day / Captain Blood	NOT 49.90 BUT **22.46**
TWO for the price of ONE	AMIGA, ST or IBM	Champ Basketball / Champ Baseball	NOT 49.98 BUT **12.98**
TWO for the price of ONE	AMIGA	Sword of Sodan / Xenon	NOT 46.98 BUT **23.46**
TWO for the price of ONE	AMIGA or ST	Fish! / Silicon Dreams	NOT 44.90 BUT **22.42**
TWO for the price of ONE	AMIGA or ST	Superman / Champ Basketball	NOT 49.94 BUT **21.46**
TWO for the price of ONE	AMIGA or ST	Menace / Captain Blood	NOT 44.90 BUT **20.96**
TWO for the price of ONE	AMIGA or ST	Turbo Cup / Skychase	NOT 39.98 BUT **19.97**
TWO for the price of ONE	ATARI ST	Teenage Queen / Star Wars	NOT 39.90 BUT **19.92**
TWO for the price of ONE	AMIGA, ST or IBM	Universal Mil Sim / Captain Blood	NOT 49.90 BUT **22.46**
TWO for the price of ONE	AMIGA or ST	Fed. of Free Traders / Defender of the Crown	NOT 59.98 BUT **27.94**
TWO for the price of ONE	ST or AMIGA	Speedball / Champ Baseball	NOT 49.98 BUT **21.48**
TWO for the price of ONE	AMIGA or ST	Heroes of the Lance / Defender of the Crown	NOT 54.98 BUT **24.94**
TWO for the price of ONE	IBM	Infocom Solid Gold / Lurking Horror	NOT 49.98 BUT **21.98**
TWO for the price of ONE	AMIGA	Photon Paint / Defender of the Crown	NOT 99.98 BUT **46.98**
TWO for the price of ONE	AMIGA (1meg) or ST	Dungeon Master / D.M. Solution Book	NOT 31.94 BUT **15.47**
TWO for the price of ONE	AMIGA or ST	Hostages / Xenon	NOT 44.94 BUT **22.46**
TWO for the price of ONE	IBM	Elite / Tracker	NOT 49.90 BUT **23.42**
TWO for the price of ONE	ATARI ST	STOS / Star Wars	NOT 49.90 BUT **24.45**
TWO for the price of ONE	AMIGA	Batman / Champ Baseball	NOT 49.94 BUT **21.46**
TWO for the price of ONE	ATARI ST	Batman / Champ Baseball	NOT 44.94 BUT **18.96**
TWO for the price of ONE	AMIGA or ST	Track Suit Manager / GFL Ch Football (USA)	NOT 44.98 BUT **18.98**
TWO for the price of ONE	AMIGA, ST or IBM	Lombard RAC Rally / Captain Blood	NOT 49.90 BUT **22.46**
TWO for the price of ONE	AMIGA	Roger Rabbit (1MEG) / Three Stooges	NOT 59.98 BUT **28.96**

WE SUPPORT
AMIGA, ATARI ST, IBM, MAC, C64, ATARI 800, SPECTRUM, AMSTRAD CPC & PCW
SEND S.A.E FOR FULL LIST

MYTH
by MAGNETIC SCROLLS only from OFFICIAL SECRETS... THE CLUB FOR PEOPLE WHO WANT MORE

Prices include U.K. post and packing. All products are selected for quality, individually boxed and new. We *only* sell software to members of *Special Reserve*. If you are not already a member please include £4.00 membership fee. It's well worth joining as members receive our expertly written Buyers Guide three times each year, catalogue list, our special folder and membership card as well as the opportunity to choose from over 600 products which we sell individually at amazing prices. We're miles cheaper than elsewhere, if you don't believe us (many don't) please send a stamped addressed envelope for our full price list and details.

NAME ______ ONE C1
ADDRESS ______

COMPUTER ______ MEMBERSHIP £4.00
GAMES { ______
GAMES { ______
CREDIT CARD NO. ______ TOTAL ______

Cheque, Postal Order, Visa, Access or AmEx.
Send your order by post or phone 0279 600204.
We add 50p surcharge per game for telephoned orders.
[EEC orders: £5.00 membership, add 70p per game, credit cards only]
Special Reserve, P.O. Box 847, HARLOW, CM21 9PH
Special Reserve is a trading name of Inter-Mediates Ltd
All offers are subject to availability

FAST DISPATCH (subject to availability)

BEST BYTE

ALL ORDERS SENT BY FIRST CLASS POST

ATARI ST	RRP	OUR
5 Star Compilation	24.95	**15.50**
Afterburner	19.99	**13.50**
Action Service	19.95	**12.50**
Baal	19.95	**12.50**
Batman	19.95	**12.50**
Barbarian II	14.99	**9.50**
Bombuzal	24.99	**15.50**
Captain Blood	24.95	**15.50**
Carrier Command	24.95	**15.50**
Chrono Quest	29.95	**18.50**
Corruption	24.95	**15.50**
Crazy Cars II	19.99	**12.50**
D.T. Olympic Challenge	19.95	**12.50**
Double Dragon	19.99	**12.50**
Dragon Ninja	19.95	**12.50**
Driller	24.95	**15.50**
Dungeon Master	24.95	**15.50**
Elite	24.95	**15.50**
Eliminator	19.99	**15.35**
Falcon	24.99	**15.50**
F16 Combat Pilot	24.95	**15.50**
Federation Free Traders	29.99	**22.95**
Fish!	24.95	**15.50**
Flying Shark	19.95	**12.50**
Football Director 2	19.99	**12.50**
Football Manager 2	19.99	**12.50**
Guild of Thieves	24.95	**15.50**
Hellbent	19.95	**12.50**
Helterskelter	14.99	**9.50**
Heroes of Lance	24.99	**19.15**
Hostages	24.95	**15.50**
Hot Ball	24.95	**15.50**
Ikari Warriors	14.99	**9.50**
IK+	19.99	**13.50**
Ingrid's Back	19.95	**12.50**
Kennedy Approach	24.95	**15.50**
Lancelot	19.95	**12.50**
Leaderboard Birdie	19.99	**15.35**
Legend of Sword	24.99	**15.50**
Live & Let Die	19.99	**12.50**
Lombard RAC Rally	24.95	**15.50**

ATARI ST	RRP	OUR
Manhatten Dealer	19.99	**12.50**
Menace	19.95	**12.50**
Motorbike Madness	14.99	**9.50**
Motor Massacre	19.99	**15.35**
Munsters	19.99	**12.50**
Nebulus	19.99	**15.35**
Off Shore Warrior	19.95	**12.50**
Oids	19.95	**12.50**
Operation Wolf	19.95	**12.50**
Outrun	19.95	**15.35**
Overlander	19.99	**12.50**
Pac Mania	19.95	**12.50**
Pool of Radiance	29.99	**22.95**
President is Missing	24.95	**15.15**
Purple Saturn Day	24.99	**15.50**
Question of Sport	19.99	**12.50**
Rambo 3	19.95	**12.50**
R-Type	19.95	**13.50**
Return of the Jedi	19.95	**12.50**
SDI	19.99	**13.50**
Shadowgate	24.99	**15.50**
Sidewinder	9.99	**6.40**
Soldier of Light	19.99	**12.50**
Space Harrier	19.99	**12.50**
Speedball	24.99	**15.50**
Spitting Image	19.95	**12.50**
Star Ray	19.95	**12.50**
Starglider 2	24.95	**14.90**
STOS	29.95	**19.90**
Super Hang On	19.99	**13.50**
Superman	24.95	**15.50**
Thunderblade	19.99	**15.35**
Times of Lore	24.95	**15.50**
Tracksuit Manager	19.99	**12.50**
Triad Vol 1	29.99	**18.50**
Turbo Cup	19.99	**13.50**
Ultimate Golf	19.99	**15.35**
Victory Road	19.95	**12.50**
Virus	19.95	**12.50**
Where Time Stood Still	19.95	**12.50**
Whirligig	19.95	**12.50**

AMIGA	RRP	OUR
Action Service	19.99	**12.50**
Afterburner	24.99	**16.90**
Batman	24.95	**15.50**
Bombuzal	24.99	**15.50**
Buggy Boy	24.99	**15.50**
California Games	19.99	**15.95**
Captain Blood	24.95	**15.50**
Carrier Command	24.95	**15.50**
Chrono Quest	29.95	**18.50**
Corruption	24.95	**15.50**
Crystal Hammer	14.99	**9.50**
D.T.Olympic Challenge	24.95	**15.50**
Double Dragon	19.99	**12.50**
Dragon Ninja	24.99	**15.50**
Driller	24.95	**15.50**
Dungeon Master (1 meg only)	24.99	**15.90**
Eliminator	19.99	**15.35**
Elite	24.95	**15.50**
Empire Strikes Back	19.95	**12.50**
Falcon	29.99	**18.50**
Fish!	24.95	**15.50**
Football Director 2	19.99	**12.50**
Football Manager 2	19.99	**12.50**
Garfield	24.99	**15.50**
Helter Skelter	14.95	**9.50**
Hellbent	19.95	**12.50**
Heroes of Lance	24.99	**19.15**
Hostages	24.95	15.50
Ikari Warrior	24.99	**15.50**
International Soccer	19.95	**12.50**
Lancelot	19.95	**12.50**
Leaderboard Birdie	24.99	**19.15**
Legend of the Sword	24.95	**15.50**
Live & Let Die	24.99	**15.50**
Lombard RAC Rally	24.95	**15.50**
Manhatten Dealer	24.99	**15.50**
Menace	19.95	**12.50**
Nebulus	19.99	**15.35**
Obliterator	24.95	**15.50**
Operation Wolf	24.95	**15.50**

AMIGA	RRP	OUR
Outrun	24.99	**15.35**
Pac Mania	19.95	**12.50**
Pioneer Plague	24.95	**15.50**
P.O.W!	29.95	**18.50**
Platoon	24.95	**15.50**
Return of the Jedi	19.99	**12.50**
Rocket Ranger	29.99	**18.50**
R-Type	24.99	**16.90**
Shoot 'em up Cons Kit	24.99	**15.90**
Soldier of Light	24.99	**15.50**
Speedball	24.99	**15.50**
Spitting Image	19.95	**12.50**
Starglider II	24.95	**15.50**
Superman	24.95	**15.50**
The Munsters	19.99	**12.50**
Thunderblade	24.99	**19.15**
Times of Lore	24.95	**15.50**
Tracker	24.95	**15.50**
Triad Vol 1	29.99	**18.50**

AMIGA	RRP	OUR
Turbo Cup	19.99	**13.50**
TV Sports Football	29.99	**18.50**
U.M.S.	24.95	**15.50**
Victory Road	24.95	**15.50**
Virus	19.95	**12.50**
Whirligig	19.95	**12.50**
World Class Leaderboard	19,99	**15.35**

3.5" DSDD DISKS UNBRANDED 135 tpi £9.95 FOR BOX OF TEN

Customer No (if known) ______
Name ______
Address ______

Payment (tick) (☐ PO ☐ Cheque)
Computer ______

ITEM	AMOUNT

ONE FEB TOTAL £

To order send the form with Cheque/Postal order payable to 'Best Byte'. Mail order only.
Overseas order add £1.50 per item, outside Europe add £3.00 per item.
BEST BYTE (DEPT ONE13), 2 QUARRY GARDENS, TONBRIDGE, KENT TN9 2SG

SOLD!

FOR JUST £6

Yes, it costs just £6 to advertise your old computer hardware in The One

▼

Just fill in the coupon below

▼

Couldn't be easier!!

▼

CLASSIFIED COUPON

All you have to do is fill in the coupon below including your name, address and telephone number and send to: Classified Dept, The One, EMAP, Priory Court, 30 - 32 Farringdon Lane, London EC1R 3AU. Maximum 30 words. Your advert will appear in the earliest possible edition.

Name: ______________________

Address: ______________________

____

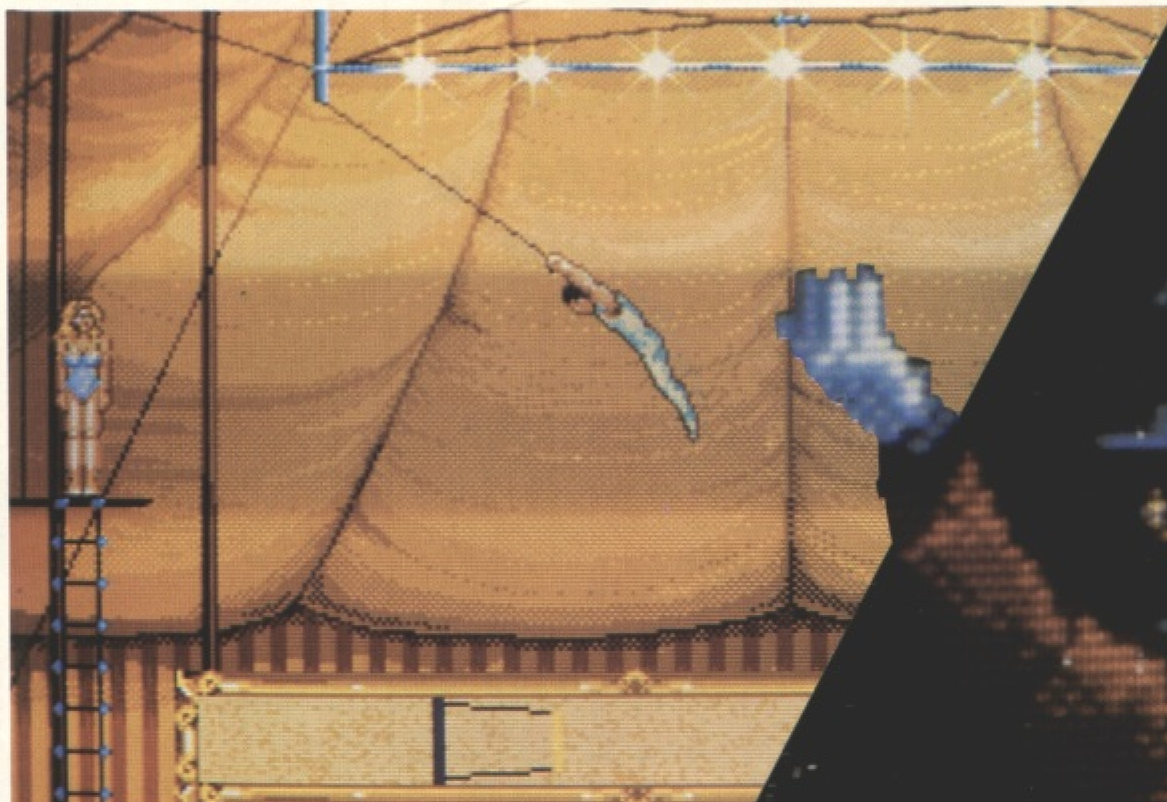
______________________ Tel: ______________

Have you included the fee of £6.00?
Make cheques payable to EMAP PUBLICATIONS LTD

CONDITIONS:
The Advertisement Manager reserves the right to alter, reject or suspend an advertisement without assigning any reason. Advertisements are accepted subject to approval of copy and to the right of the Advertisement Manager to alter, reject or cancel any order without explanation. The Proprietors are not liable for any loss from any cause whatsoever, nor do they accept liability for printers' errors. The Advertisers shall indemnify the Publishers in respect of any claim, cost and expenses arising out of any libellous or malicious matter or untrue statement in any advertisement published for the advertisers, or any infringement of copyright, patent or design therein. The placing of any order will be deemed to be an acceptance of these conditions.



TRAPEZE. As deadly as it is spectacular, the trapeze is undoubtedly the most difficult of all the events. After a lengthy ladder-climbing section (the trapeze is VERY high), you leap out onto the first trapeze. The position of the two trapezes is shown at the bottom of the screen, and after gaining enough momentum with synchronised left-right movements, launch yourself (hopefully) from one to the other. Attempt somersaults or corkscrew manoeuvres in the air, and if you survive, a second artist appears. You can then try the more treacherous task of leaping from one trapeze to be caught by the guy on the other.





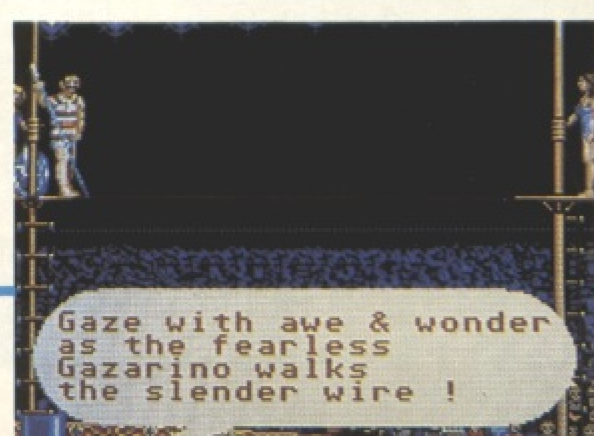
Circus

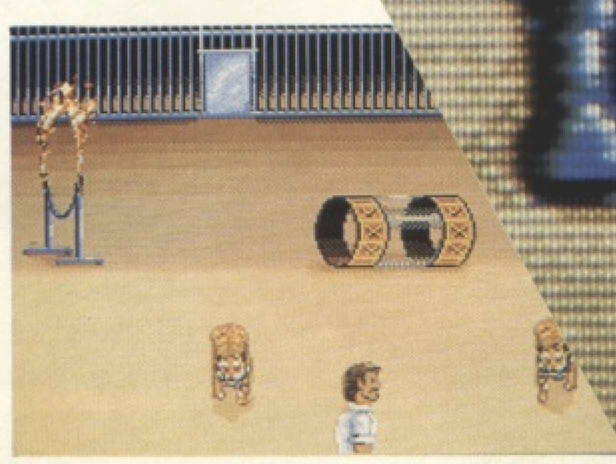


Roll up, roll up, the greatest show on Earth is in town, courtesy of Geordie software house Tynesoft. As the lights dim in the big top, Gary Whitta settles down in a ringside seat.

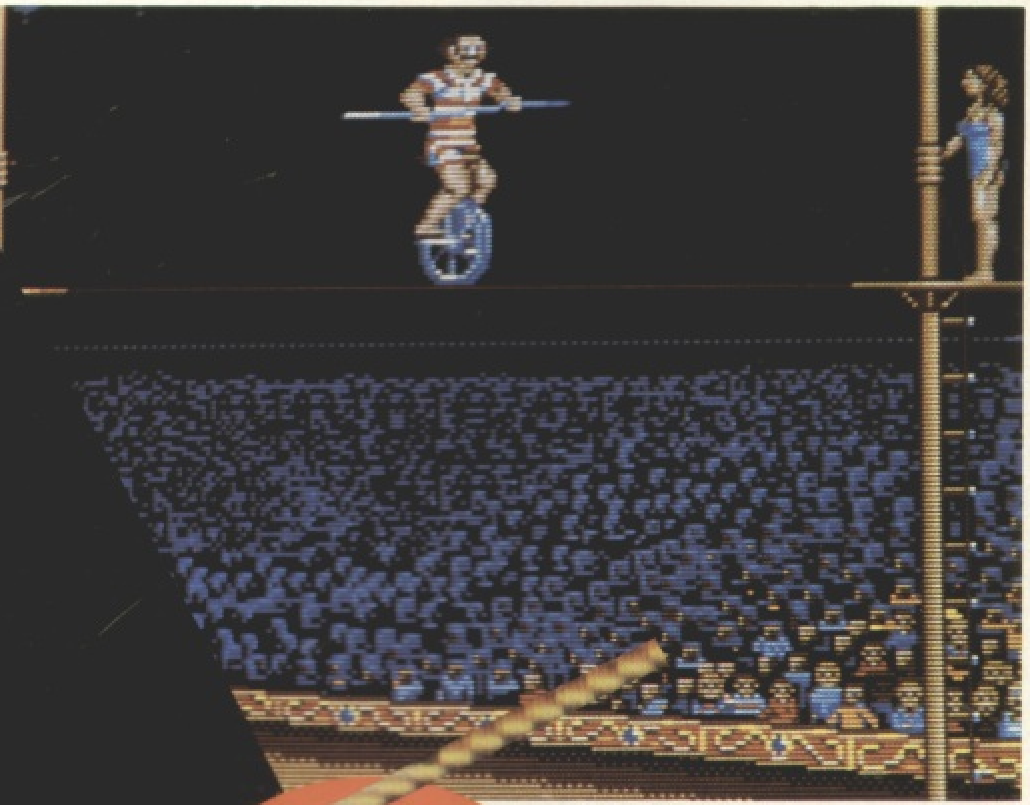
The Ringling Brothers and Barnum and Bailey (with a little help from Tynesoft) proudly present **Circus Games**, a cracking compendium carnival of spectacular feats of bravery to astound, astonish and amaze you. Up to four players can take part in the four events on offer, or if they're feeling a bit more adventurous they can partake in the Annual International Circus Competition.

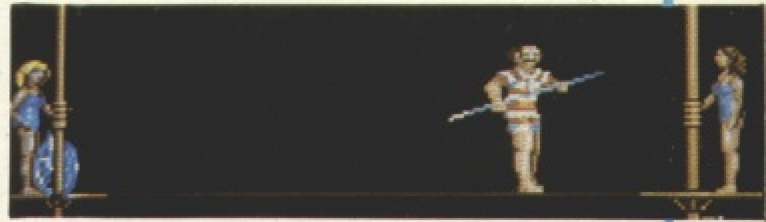
A panel of judges records the scores on each event, and at the end of the tournament, the highest scorers are immortalised on disk on the Circus performers' hall of fame. So what are you waiting for? Step right up!





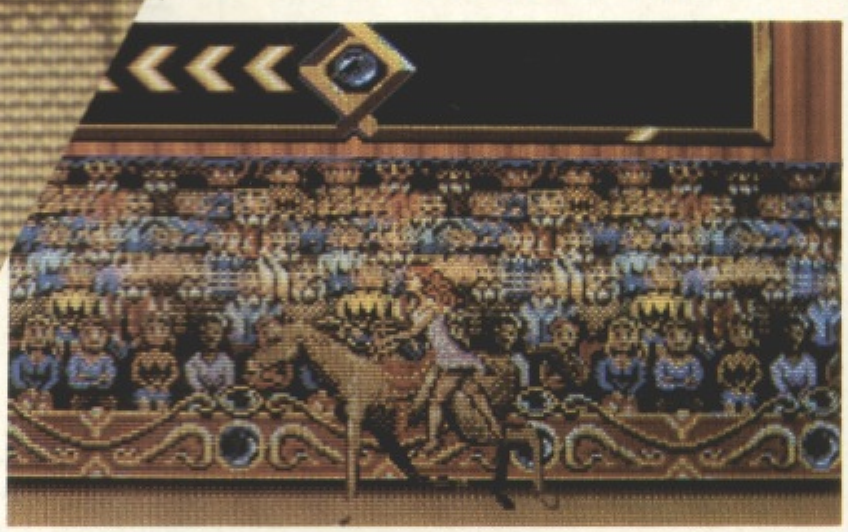




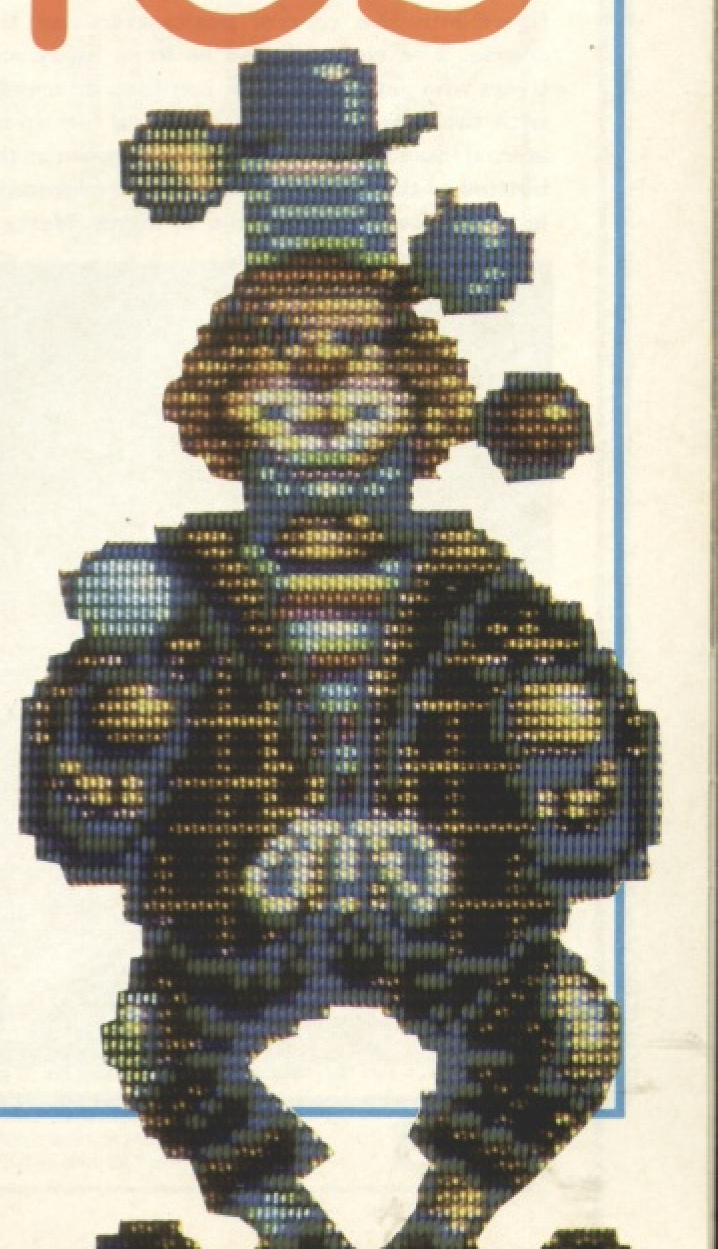


TIGHTROPE WALKING. Dressed in suitably victorian Circus performer's garb (the famous red and white striped swimsuit), you climb the ladder to the perilous highwire. After the smarmy ringmaster promises the gasping audience great things of you, a voluptuous assistant hands you your pole and you step out onto the wire. As your on-screen persona walks across the wire, he wobbles and begins to lose balance, so it's up to you to put things right. For those much-needed bonus points and the chance to impress your girlfriend in the audience, you can attempt any of a number of flashy somersaults, handstands, spins or cartwheels. Make it to the other side and you can attempt to cross again, this time on a unicycle! Maintain a steady rhythm and whatever happens, don't lose your balance (there's no safety net!).

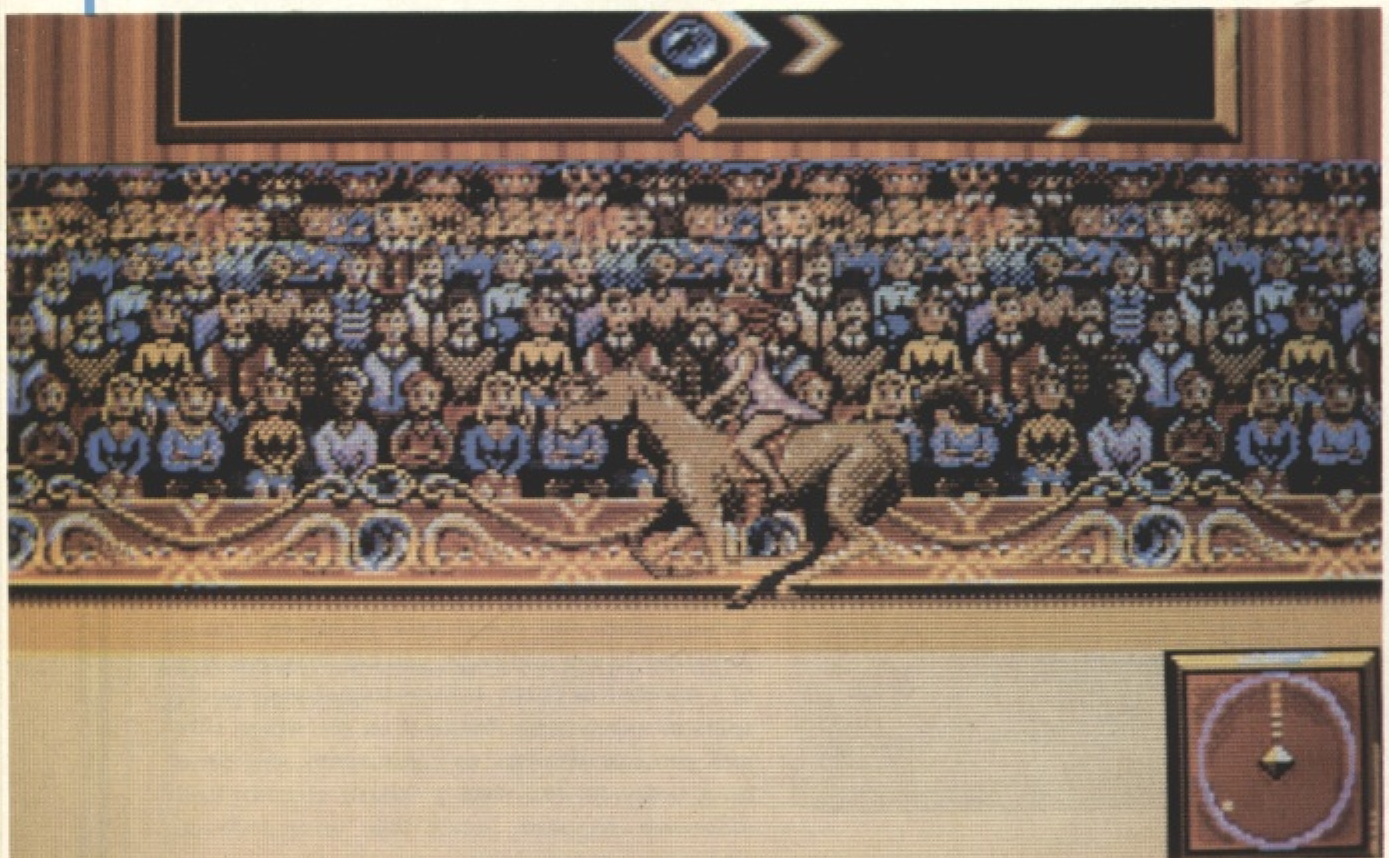
Games





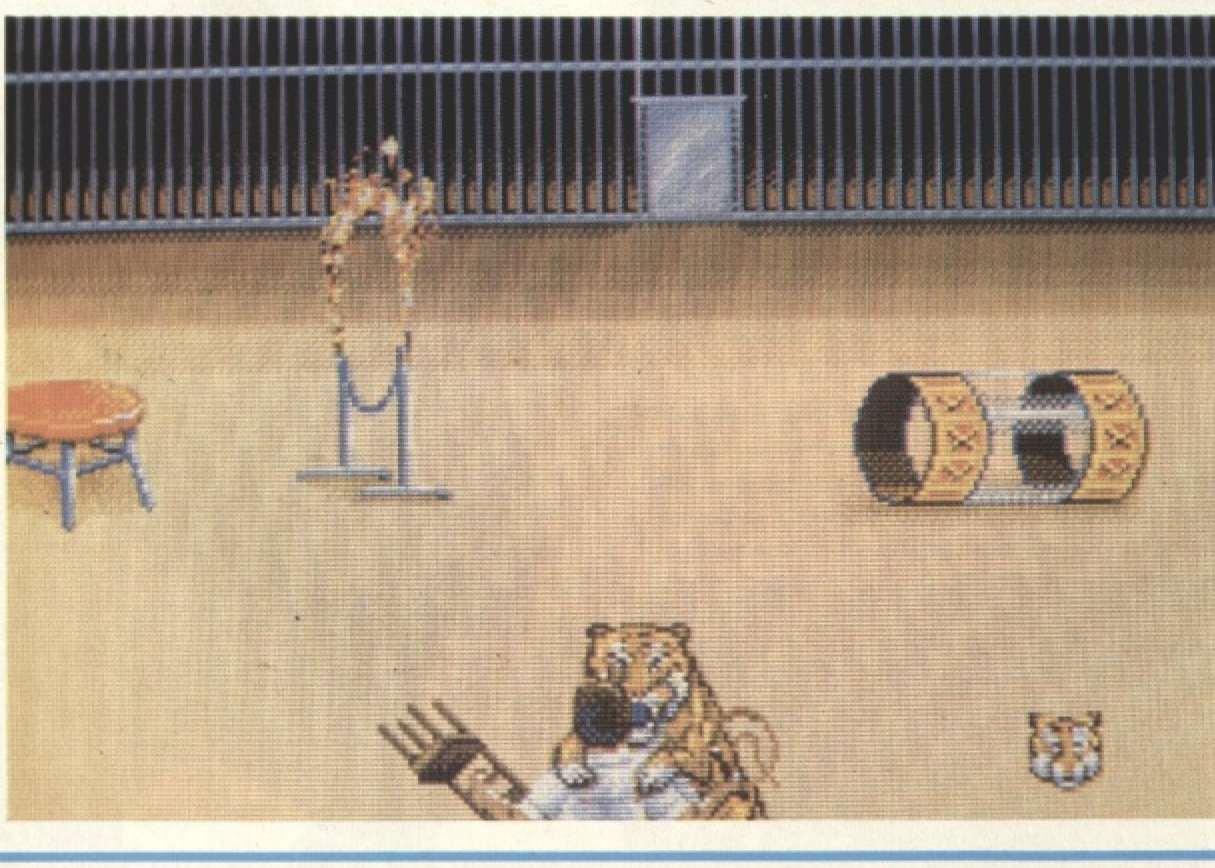


TRICK HORSE RIDING. Step out onto the sawdust as a horse circles the ring, and mount it as it passes. A steady left-right rhythm is required to stay on the horse, as indicated at the top of the screen. Perform awe-inspiring (or if executed incorrectly, spine-shattering) stunts to impress the audience and earn points in the process. Stand up on the saddle, perform a handstand, spin to the left or right, hang down from either side of the saddle and so on. There's also a somersault for those who reckon they've got real horse-sense.



TIGER TRAINING. Armed only with an Indiana Jones-style bull-whip and a chair, send four ravenous Bengal tigers through a simple obstacle course comprising a pipe, a podium and a flaming ring. The tiger head cursor shows where your whip will crack, and if used accurately you move the tigers into the correct position to run the course. The chair is used to keep away any tigers who get too close for comfort. Be careful with the whip though, as repeated hits to an animal increases its Threat Level (shown at the bottom of the screen) until the tiger eventually leaps on you and mauls you to death. Nasty.





ST

The idea for a Circus-based sports simulation has a lot of potential... unfortunately Circus Games narrowly misses the mark. Four events aren't enough for a start. Epyx Games simulations always feature at least six or seven playable events, so why not here? A juggling game would have gone down well, as would a pie fight, fire-eating, acrobats... the list goes on. As for the events present, the tight-rope walking is too easy, while the other three are too difficult. Tynesoft has tried to emulate some of the control modes used in the Epyx series (the trick riding bears a similarity to the Snow Skating events in Winter Games) but it hasn't come off. those with the patience to persevere will derive some enjoyment from Circus Games, but for me, there's not enough fun to be had to warrant the asking price.

PRICE	£24.95
RELEASE DATE	Out Now
GRAPHICS	69%
SOUND	60%
PLAYABILITY	61%
VALUE	51%

OVERALL 60%

A

This version is certain to be almost identical to its Atari counterpart, with only slight cosmetic differences to distinguish it. It should be available by the time you read this, also at a price of £24.95.

PC

The PC events are practically identical in terms of gameplay, but only seem to support GGA. So no matter how fancy or powerful your PC, you have to make do with the all-too familiar pink, white and cyan. The graphics also tend to flicker in a distracting manner, especially on the trapeze section. Sound is predictably weak and there aren't so many 'cute' touches either.

PRICE	£24.95
RELEASE DATE	Out Now
GRAPHICS	66%
SOUND	54%
PLAYABILITY	57%
VALUE	50%

OVERALL 58%

clik

MAIL ORDER

AMIGA SPECIALISTS

Unit 1A, Willowsea Farm, Spout Lane North,
Stanwell Moor, Staines, Middx TW19 6BW
Telephone: (0753) 682988

Title	SSP	Our Price
Aargh	£19.99	£13.50
Adventure Construction Kit	£29.99	£20.50
Alien Syndrome	£24.99	£16.50
Annals of Rome	£24.99	£16.50
Arcade Classics	£19.99	£13.50
Arkanoid	£26.00	£16.50
Armageddon Man	£19.99	£14.50
Army Moves	£24.99	£16.50
Around the World in 80 Days	£19.99	£13.50
Artic Fox	£24.99	£17.50
Badcat	£19.99	£16.00
Balance of Power	£29.99	£19.50
Barbarian	£24.99	£16.50
Bards Tale I	£24.99	£17.50
Bards Tale II	£24.99	£17.50
Battleships	£19.99	£13.50
Bermuda Project	£24.99	£16.50
Better Dead Than Alien	£19.99	£13.50
Beyond the Ice Palace	£24.99	£16.50
Bionic Commandos	£24.99	£19.50
Black Lamp	£19.99	£13.50
Black Jack Academy	£24.99	£16.50
Bomb Jack	£24.99	£16.50
Bubble Bobble	£19.99	£13.50
Bubble Ghost	£19.99	£13.50
Buggyboy	£24.99	£16.50
Capone	£29.99	£19.50
Carrier Command	£24.99	£16.50
Championship Golf	£34.99	£27.75
Chessmaster 2000	£24.99	£17.50
Chubby Gristle	£19.99	£13.50
City Defence	£14.99	£10.25
Corruption	£24.99	£16.50
Crack	£19.99	£13.50
Craps Academy	£24.99	£16.50
Crash Garrett	£24.99	£16.50
Daly Thompsons Olympic Challenge	£24.99	£16.50
Defender of the Crown	£29.99	£19.50
Deja Vu	£29.99	£19.50
Division One	£19.99	£13.50
Ebonstar	£24.99	£16.50
Eco	£24.99	£16.50
Elf	£14.99	£10.25
Emerald Mine	£19.99	£13.50
Empire	£24.95	£17.50
Empire Strikes Back	£19.99	£13.50
Enlightenment	£19.99	£13.50
Faery Tale Adventure	£49.99	£32.50
Ferrari Formula One	£24.95	£17.50
Fire and Forget	£24.99	£16.50
Fireblaster	£9.99	£7.00
Firepower	£24.99	£16.50
Flight Simulator II	£39.95	£26.50
Football Manager II	£19.99	£13.50
Formula One Grand Prix	£14.95	£10.25
Fortress Underground	£14.99	£10.25
Fusion	£24.95	£17.50
Garrison II	£24.99	£19.50
Gee Bee Air Rally	£19.99	£13.50
Gettysberg	£29.99	£22.50
Giganoid	£14.95	£10.25
Ice Hockey	£24.99	£16.50
Ikari Warriors	£24.99	£16.50
Interceptor	£24.95	£17.50
Iridion	£19.99	£13.50
Jet	£39.99	£26.50

Title	SSP	Our Price
Jet	£39.99	£26.50
Jewels of Darkness	£19.99	£13.50
Jinx	£24.99	£19.50
Kampfgruppe	£29.99	£22.50
King of Chicago	£29.99	£19.50
Lancelot	£19.99	£13.50
Leatherneck	£19.99	£13.50
Leatherneck 4 Player Adapter	£5.50	£4.50
Legend of the Sword	£24.99	£16.50
Major Motion	£19.99	£13.50
Marble Madness	£19.95	£14.50
Mean 18	£24.95	£17.50
Menace	£19.99	£13.50
Mind Fighter	£24.99	£16.50
Moon Mist	£29.99	£19.50
Mortville Manor	£24.99	£16.50
Motorbike Madness	£14.99	£10.25
Obliterator	£24.99	£16.50
Offshore Warrior	£24.99	£16.50
Othello	£9.99	£5.50
P.O.W.	£29.99	£19.50
Pandora	£19.99	£13.50
Passengers on the Wind	£24.99	£16.50
Phalanx II	£14.99	£10.25
Phantasie III	£24.99	£19.50
Pinball Wizard	£9.99	£7.00
Platoon	£24.99	£16.50
Plundered Hearts	£29.99	£17.50
Pool	£9.99	£7.00
Ports of Call	£39.99	£25.50
Powerplay	£19.99	£13.50
Protector	£9.99	£7.00
Quadralien	£24.99	£16.50
Red October	£24.99	£16.50
Return to Atlantis	£24.95	£17.50
Return to Genesis	£19.99	£13.50
Revenge II	£9.99	£7.00
Rockford	£19.99	£13.50
Rolling Thunder	£24.99	£19.50
Romantic Encounters	£24.99	£16.50
SDI	£29.99	£19.50
Sacrophaser	£14.99	£10.25
Sargon III	£19.99	£13.50
Scenery Disc 11	£19.99	£13.50
Scenery Disc 7	£19.99	£13.50
Scenery Disc Europe	£19.99	£13.50
Scenery Disc Japan	£19.99	£13.50
Scrabble	£19.99	£13.50
Sentinal	£19.99	£13.50
Seven Cities of Gold	£14.95	£10.25
Shadowgate	£24.99	£16.50
Sidewinder	£9.99	£7.00
Sinbad and Throne of the Falcon	£29.99	£19.50
Skychase	£19.99	£13.50
Skyfox II	£24.99	£17.50
Space Quest	£29.99	£19.50
Space Station	£9.99	£7.00
Star Glider 2	£24.99	£16.50
Star Wars	£19.99	£13.50
Starfleet I	£24.95	£17.50
Starray	£24.99	£16.50
Stir Crazy (Bobo)	£19.99	£13.50
Stock Market	£19.99	£13.50
Street Gang	£14.95	£10.25
Street Fighter	£24.99	£19.50
Strike Force Harrier	£24.99	£16.50

Title	SSP	Our Price
Strip Poker	£14.99	£10.25
Strip Poker Data Disc I	£9.99	£7.00
Sub Battle Simulator	£24.99	£19.50
Summer Olympiad	£19.99	£13.50
Swooper	£19.99	£13.50
Tanglewood	£19.99	£13.50
Temple of Apshai	£24.99	£19.50
Terrapods	£24.99	£16.50
Tetraquest	£19.99	£13.50
Thexter	£24.99	£16.50
Three Stooges	£29.99	£19.50
Thundercats	£24.99	£16.50
Time and Magic	£19.99	£13.50
Time Bandits	£19.99	£13.50
Tracers	£24.99	£16.50
Ultima III	£24.99	£16.50
Ultima IV	£24.99	£16.50
Uninvited	£29.99	£19.50
Vectorball	£24.99	£16.50
Virus	£19.99	£13.50
Vyper	£14.99	£10.25
Warzone	£9.99	£7.00
Whirligig	£19.99	£13.50
Wizzball	£24.99	£16.50
Witness	£29.99	£19.50
World Darts	£14.95	£10.25
World Tour Golf	£24.95	£17.50
Xenon	£19.99	£13.50
Zoom	£19.99	£13.50
Zynaps	£19.99	£13.50

IF YOU CAN'T SEE IT ON THE LIST
THEN PLEASE ASK
WE CAN'T LIST EVERYTHING AVAILABLE

SPECIAL OFFERS
WHILE CURRENT STOCKS LAST

Alien Strike	£24.99	£15.50
Black Shadow	£19.99	£12.50
Blast Ball	£9.99	£5.50
Borrowed Time	£24.99	£15.50
Brainstorm	£9.99	£5.50
Cougans Run	£14.99	£9.00
Diablo	£19.99	£12.50
Extensor	£9.99	£5.50
Eye	£14.99	£9.00
Fued	£9.99	£5.50
Footman	£24.99	£15.50
Frostbyte	£14.99	£9.00
Galactic Invasion	£24.99	£15.50
Jump Jet	£14.99	£9.00
Kwasimodo	£9.99	£7.00
Leviathan	£19.99	£12.50
Mach 3	£19.99	£12.50
Mindshadow	£29.99	£12.00
Mission Elevator	£19.99	£12.50
Moebius	£24.99	£15.50
Ogre	£24.99	£15.50
Pink Panther	£19.99	£12.50
Power Struggle	£14.99	£9.00
Roadwars	£19.99	£12.50
Rockey	£9.99	£5.50
Seconds Out	£19.99	£12.50
Silcon Dreams	£19.99	£12.50
Slaygon	£19.99	£12.50
Starways	£19.99	£12.50

Title	SSP	Our Price
Strange New World	£19.99	£12.50
Tass Times	£29.99	£12.00
Terramex	£19.99	£12.50
Tetris	£19.99	£12.50
Thunderboy	£14.99	£9.00

NEW RELEASES NOW IN STOCK

The Wall	£14.99	£9.00
Spaceracer	19.99	13.50
Tracker	24.99	16.50
International Soccer	19.99	13.50
Driller	24.99	16.50
Nigel Mansell's Grand Prix	24.99	17.50
Pacmania	19.99	13.50
Outrun	19.99	14.50
Cybernoid	19.99	13.50
Reach for the Stars	24.99	17.50
Super Six	24.99	16.50
Zero Gravity	19.99	13.50
Maria Whittaker's Xmas Box	14.99	10.25
Speedball	24.99	16.50
Defcon 5	24.99	16.50
Crystal Hammer	14.99	10.25
Way of the Little Dragon	14.99	10.25
Pioneer Plague	24.99	16.50
Growth	14.99	10.25
Atax	14.99	10.25
Joe Blade 2 (+1)	19.99	13.50
Captain Blood	24.99	16.50
Return of the Jedi	19.99	13.50
Galactic Conquerer	24.99	16.50
Bombuzal	24.99	16.50
Thunderblade	24.99	19.50
Mini Golf	19.99	13.50
Elite	24.99	16.50
Hellbent	19.99	13.50
UMS	24.99	16.50
Eliminator	19.99	13.50
RAC Lombard Rally	24.99	16.50
Turbo Cup	19.99	13.50
Arkanoid 2	24.99	16.50
Comp Hits 2	19.99	13.50
Fish	24.99	16.50
Hostages	24.99	16.50
Warlock Quest	19.99	13.50
Spitting Image	19.99	13.50
Sidearms	19.99	13.50
Operation Wolf	24.99	16.50
Circus Games	24.99	16.50
Chuckie Egg	19.99	13.50
Final Assault	19.99	16.00
20K Under the Sea	19.99	13.50
Hotshot	24.99	16.50
Double Dragon	19.99	13.50
President's Missing	24.99	16.50
Manhatten Dealers	24.99	16.50
Arcon Collection	24.99	17.50
Hellfire Attack	19.99	14.50
4X4 Off-Road Racing	24.99	19.50
Netherworld	£19.99	£13.50
Robeary	£19.99	£13.50
Alternate Reality	£19.99	£13.50
Garfield	£24.99	£16.50
Wizard Wars	£24.99	£16.50
Chronoquest	£29.99	£19.50
Battle Chess	£24.99	£17.50
Trivial Pursuit (New Beg)	£19.99	£13.50
Basketball	£24.99	£19.50
Nebulas	£19.99	£13.50
Rocket Ranger	£29.99	£19.50
Ingrids Back	£19.99	£13.50
Impossible Mission	£19.99	£16.00
Quantox	£14.99	£10.25
Spidertronic	£19.99	£13.50
Football Director II	£19.99	£13.50
Eddie Edwards Super Ski	£19.99	£13.50
Mega Pack (6 in 1)	£24.99	£16.50
Fernandez Must Die	£24.99	£16.50
Spaceracer	£19.99	£13.50
Tracker	£24.99	£16.50
International Soccer	£19.99	£13.50
Driller	£24.99	£16.50
Nigel Mansell's Grand Prix	£24.99	£17.50

We also deal with Business S/W & H/W
AMIGA A 500 ONLY £350 Inc VAT & Delivery

VISA

SHEKHANA MAIL ORDER SERVICES – ESTAB: SINCE 1978

ORDER BY CREDIT CARD HOTLINE 01-348 2907/340 8565

VISA

*** TITLE ***	ATARI ST	AMIGA
1943	15.99	19.99
19	13.99	13.99
3D HELICOPTER	16.99	15.99
3D WANDER	13.99	15.99
5 STAR HITS-ST	16.99	
ACTION SERVICE	13.99	13.99
ACTION ST	15.99	
AFTERBURNER	13.99	16.99
ALIEN SYNDROME	13.99	15.99
AMIGA GOLD HITS		19.99
ARTURA	15.99	
BARBARIAN II	13.99	13.99
BATMAN	13.99	15.99
BATTLE CHESS		19.99
BERMUDA TRIANGLE	16.99	15.99
BIONIC COMMANDO	15.99	19.99
BLACK TIGER	15.99	19.99
BLAZING BARRELS	13.99	13.99
BOMBUZAL	16.99	16.99
BUGGY BOY	13.99	15.99
BUTCHER HILL	15.99	15.99
CAPONE	19.99	19.99
CAPTAIN BLOOD	15.99	15.99
CARRIER COMMAND	15.99	15.99
CHAMPION CRICKET	13.99	13.99
CHESSMASTER 2000	19.99	19.99
CHRONO QUEST	21.99	21.99
CHUCK YEAGERS	19.99	19.99
CORRUPTION	15.99	15.99
DE LUXE SCRABBLE	13.99	13.99
DOUBLE DRAGON	13.99	15.99
DRAGON NINJA	13.99	15.99
DRILLER	15.99	15.99
DUNGEON MASTER	15.99	15.99
D. TOMS OLYMPICS	13.99	15.99
ECHELON	–	19.99
ELIMINATOR	13.99	13.99
ELITE – Avail now	15.99	15.99
EMPIRE	18.99	19.99
EMPIRE STRIKES	13.99	13.99
ESPIONAGE	13.99	–
F15 STRIKE EAGLE	15.99	15.99
FERNANDEZ MUST DIE	15.99	15.99
FINAL COMMAND	19.99	19.99
FISH	15.99	15.99
FLIGHT SIM 2	26.99	26.99
FOFT – GREMLIN	24.99	24.99
FOOT DIRECTOR II	13.99	13.99
FOOT MANAGER 2	13.99	13.99
FOUNDATION WASTE	13.99	15.99
FRONTIER	14.99	14.99
FUSION	19.99	19.99
GAME OVER II	15.99	–
GHOST + GOBLINS	13.99	15.99
GNOME RANGER	13.99	13.99
GUERILLA WAR	13.99	15.99
GUILD OF THIEVES	15.99	15.99

*** TITLE ***	ATARI ST	AMIGA
GUNSHIP	15.99	–
HEROES OF LANCE	19.99	19.99
HITCHHIKER GUIDE	16.99	16.99
HOSTAGES	16.99	16.99
H.S. MISSION II	14.99	14.99
INTERCEPTOR	–	19.99
INTER'AL SOCCER	13.99	13.99
IRON LORD	19.99	19.99
JET	29.99	29.99
JEWELS OF DARKNESS	13.99	13.99
JINXTER	15.99	15.99
KENNEDY APPROACH	16.99	–
KING OF CHICAGO	20.99	20.99
KNIGHT ORC	13.99	13.99
LANCELOT	13.99	13.99
LASER TRAIN	15.99	15.99
LEADERBOARD COLL	16.99	19.99
LED STORM	16.99	19.99
LEGEND OF SWORD	15.99	15.99
LINEKERS HOT SHOT	16.99	–
LINEKERS S SKILL	16.99	–
LIVE + LET DIE	13.99	13.99
MENACE	18.75	18.75
MIKE READS QUIZ	13.99	15.99
MOTOR MASSACRE	15.99	15.99
NAVCOM 6	16.99	16.99
NETHERWORLD	13.99	13.99
NIGEL MANSELLS	19.99	19.99
NIGHT RAIDER	16.99	19.99
OBLITERATOR	15.99	15.99
OPERATION WOLF	13.99	15.99
OUTRUN	16.99	16.99
OVERLANDER	13.99	15.99
OVERLORD	13.99	–
PACLAND	13.99	13.99
PAC-MANIA	13.99	13.99,
PAPER BOY	13.99	15.99
PETER BEARDSLEY	13.99	13.99
PLATOON	13.99	15.99
POOL OF RADIANCE	16.99	19.99
POW	19.99	19.99
POWER DROME	19.99	19.99
PRO SOCCER	13.99	13.99
PUFFYS SAGA	19.99	19.99
QUADRALIEN	13.99	13.99
QUANTUM PAINT	19.99	–
QUESTION OF SPORT	13.99	15.99
RAMBO III	13.99	15.99
RED OCTOBER	15.99	15.99
RETURN TO GENESIS	13.99	13.99
ROBOCOP	13.99	15.99
ROCKET RANGER	15.99	19.99
R-TYPE	13.99	18.75
SARGON 3 – CHESS	16.99	16.99
SCENERY DISK 7	16.99	16.99
SCENERY DISK 11	16.99	–
SCENERY DISK EUROPE	16.99	–

*** TITLE ***	ATARI ST	AMIGA
SCRUPLES	13.99	–
SINBAD	15.99	19.99
SKATE BALL	15.99	19.99
STAR TREK	11.99	–
SPECTRUM 512	49.99	
SPEEDBALL	13.99	16.99
SIDE ARMS	–	15.99
SPACE HARRIER 1 OR 2	13.99	15.99
STAC	29.99	–
STAR FLEET 1	19.99	19.99
STARGLIDER 1 OR 2	15.99	15.99
STARGOOSE	13.99	–
STARRAY	14.99	15.99
STOS	24.99	–
STREET FIGHTER	16.99	19.99
SUPER HANG ON	13.99	–
SUPER ICE HOCKEY	16.99	16.99
TECHNO COP	13.99	15.99
TEST DRIVE	19.99	19.99
THE PAWN	15.99	14.99
THREE STOOGES	15.99	19.99
THUNDERBLADE	16.99	19.99
TIME STOOD STILL	13.99	–
TIME + MAGICK	13.99	13.99
TRACKSUIT MANAGER	13.99	13.99
TRIAD-COMPILATION	21.99	21.99
TRIVIAL PURSUIT – NEW	13.99	13.99
ULTIMA 3 OR 4	16.99	16.99
ULTIMATE GOLF	16.99	16.99
UMS	15.99	15.99
UNINVITED	15.99	15.99
VERMINATOR	14.99	14.99
VICTORY ROAD	13.99	15.99
VIRUS	13.99	13.99
WAR MIDDLE EARTH	15.99	15.99
WEC LE MANS	13.99	15.99
ZYNAPS	13.99	13.99

*** ACCESSORIES + JOYSTICKS ***

MULTIFACE	44.95
IBM JOYSTICK + CARD	39.99
HEAD CLEANER 3.5"	6.99
10 X – UNBRANDED	9.99
CHEETAH-STARFIGHTER	13.99
CHEETAH MACH 1	9.99
COMP PRO – BLACK	11.99
COMP PRO – CLEAR	12.99
COMP PRO – EXTRA	13.99
QUICK SHOT II	7.99
QUICK SHOT 2 TURBO	10.99
KONIXS J/STICK	9.99
KONIXS AUTOFIRE	10.99
NAVIGATOR JOYSTICK	14.99

****
SPECIAL OFFER ON DISKS X 10
SONY/KODAK/MAXELL/JVC
DSDD ONLY £14.99
****

MAIL ORDER CUSTOMERS

P. P ADD 50p IN UK FOR EACH SOFTWARE AND £1.00 FOR ACCESSORIES. EEC ADD £1.00. ELSEWHERE ADD £2.00. CHQ PO PAYABLE TO S.C.S. (TO), 655 GREEN LANES, LONDON N8 0QY. PLEASE SPECIFY MACHINE TYPE IN YOUR ORDER AND ALSO A SECOND CHOICE, IN CASE SOFTWARE IS OUT OF STOCK OR NOT RELEASED YET NEW RELEASES WILL BE SEBT OUT ON DAY OF RELEASE

PERSONAL CALLERS

YOU CAN PICK UP SOFTWARE AT OUR BRANCHES AT 221 TOTTENHAM COURT RD., LONDON W1R 9AF, OR 655 GREEN LANES, LONDON N8 0QY. ON PRODUCTION OF THIS ADVERT AND IF THE TITLE APPEARS ON THIS ADVERT WE WILL GIVE YOU A DISCOUNT OF 10% OFF THE R.R.P. ON SOFTWARE ONLY

CREDIT CARD HOLDERS

PLEASE PHONE 01-348 2907, 340-8565, 631-4627. ACCESS AND VISA ORDERS DESPATCHED SAME DAY SUBJECT TO AVAILABILITY

MEGASAVE FANTASTIC SAVINGS

	ST	AMIGA	PC
ACTION SERVICE	11.90	11.90	11.90
ACTION ST	13.90	-	–
AFTERBURNER	13.45	16.45	–
AMIGA GOLD HITS	–	14.90	–
ARCADE FORCE FOUR	16.90	–	–
ARKANOIDS II	–	11.90	–
ALIEN SYNDROME	11.90	11.90	–
ARMY MOVES	11.90	14.90	–
BARDS TALE 1 OR 2	16.90	16.90	16.90
BIONIC COMMANDOS	13.90	16.90	13.90
BIRDIE	13.90	16.90	16.90
BOBBY YAZZ SHOW	11.90	11.90	11.90
BUGGY BOY	11.90	14.90	–
BOMB JACK	11.90	14.90	–
BOMBUZAL	14.90	14.90	
BARBARIAN II	9.90	11.90	–
BOOTCAMP 19	–	11.90	–
BLAZING BARRELS	11.90	11.90	–
BTR DEAD T ALIEN	11.90	11.90	–
BLACK TIGER	13.90	16.90	–
BAT	17.90	17.90	17.90
BATTLECHESS	–	17.90	17.90
BATMAN	11.90	14.90	–
BUTCHER HILL	13.90	13.90	–
BUBBLE BOBBLE	11.90	11.90	–
BUBBLE GHOST	11.90	11.90	11.90
CORRUPTION	14.90	14.90	14.90
CARRIER COMMAND	14.90	14.90	–
CAPTAIN BLOOD	14.90	14.90	14.90
CHAMPION CRICKET	9.90	9.90	–
CHRONO QUEST	19.90	19.90	19.90
CHUBBY GRISTLE	11.90	11.90	–
CIRCUS GAMES	14.90	14.90	14.90
CALIFORNIA GAMES	–	16.90	16.90
CRAZY CARS	11.90	14.90	14.90
CRAZY CARS II	11.90	–	–
CYBERNOID 2	–	16.90	–
DUNGEON MASTER	14.90	14.90	–
DREAM ZONE	14.90	14.90	14.90
D T OLYMPIC	11.90	14.90	11.90
DRILLER	14.90	14.90	11.90
DOUBLE DRAGON	11.90	11.90	11.90
DRAGON NINJA	11.90	14.90	–
EMP STRIKES BACK	11.90	11.90	–
ELIMINATOR	13.90	13.90	–
ELITE	14.90	14.90	14.90
ESPIONAGE	11.90	11.90	–
ECHELON	–	16.90	16.90
EXOLON	11.90	11.90	
F16 FGHTR (FALCON)	14.90	19.90	14.90
FERRARI FORMULA 1	–	17.90	–
FOOTBALL DIR 2	11.90	11.90	11.90
FOOTBALL MNGER II	11.90	11.90	13.90
FERNANDEZ MUST DIE	14.90	14.90	–
FLYING SHARK	14.90	–	–
FRONTIER	14.90	14.90	–
FRIGHT NIGHT	11.90	11.90	–
FISH	14.90	14.90	14.90
FED FREE TRADING	19.90	19.90	–
FUSION	16.90	16.90	–
G L SUPER SKILLS	13.90	–	–
G LINEKER HOT SHOT	13.90	13.90	13.90
GLCTIC CONQRORS	11.90	11.90	14.90

	ST	AMIGA	PC
GAUNTLET II	–	13.90	–
GARFIELD	11.90	14.90	–
GUERILLA WAR	11.90	14.90	–
GUNSHIP	14.90	14.90	24.90
HAWK	17.90	17.90	17.90
HELL BENT	11.90	11.90	–
HELLFIRE ATTACK	14.90	14.90	–
HEROES OF LANCE	16.90	16.90	16.90
HELTER SKELTER	9.90	9.90	–
HOT SHOT	11.90	11.90	11.90
HOSTAGE	14.90	14.90	14.90
HAWKEYE	11.90	–	–
IKARI WARRIORS	9.90	14.90	11.90
INTERCEPTOR	–	16.90	–
INTER KARATE +	15.95	–	–
IRON LORD	16.90	16.90	–
INGRID'S BACK	11.90	11.90	11.90
IMPSSBLE MISSION II	13.90	–	13.90
JINXTER	14.90	14.90	11.90
JOAN OF ARC	11.90	14.90	11.90
JO BLADE II	11.95	11.90	–
KRISTAL	19.90	–	–
LEATHER NECK	11.90	11.90	–
LED STORM	13.90	13.90	16.90
LEGEND OF SWORD	14.90	14.90	14.90
LANCELOT	11.90	11.90	11.90
LIVE AND LET DIE	11.90	14.90	–
LOMBARD RALLY	14.90	14.90	–
MANHATTAN DEALER	11.90	14.90	14.90
MICKEY MOUSE	13.90	13.90	–
MICROPROSE SCCR	–	–	15.90
MARS COP	11.90	11.90	–
MENACE	11.90	11.90	–
MOTOR MASSACRE	13.90	13.90	–
MINDFIGHTER	15.90	15.90	19.90
MUNSTERS	11.90	11.90	–
NIGHT RAIDER	13.90	13.90	13.90
NEBULUS	13.95	13.95	–
NETHERWORLD	13.90	13.90	–
NORTH AND SOUTH	14.90	14.90	14.90
NAVCOM 6	14.90	14.90	–
N MANSELL GRND PRX	15.95	15.95	–
OUTRUN	13.90	13.90	–
OVERLORD	11.90	–	–
OBLITERATOR	14.90	14.90	–
OVERLANDER	11.90	14.90	–
OPERATION WOLF	11.90	14.90	11.90
OPERATION NEPTUNE	14.90	14.90	14.90
OFFSHORE WARRIOR	11.90	14.90	–
PHANTOM FIGHTER	–	14.90	14.90
PLATOON	11.90	–	–
POOL OF RADIANCE	16.90	16.90	16.90
PACMANIA	11.90	11.90	–
POWERDROME	16.90	16.90	16.90
PRO SOCCER	11.90	11.90	11.90
PUFFY'S SAGA	17.90	17.90	17.90
PURPLE SATURN DAY	11.90	14.90	14.90
QUADRALIEN	11.90	11.90	14.90
QUESTION OF SPORT	11.90	14.90	–
ROAD BLASTERS	13.90	13.90	–
RAMBO III	11.90	14.90	11.90
RISK	–	–	14.90
ROBOCOP	11.90	14.90	11.90

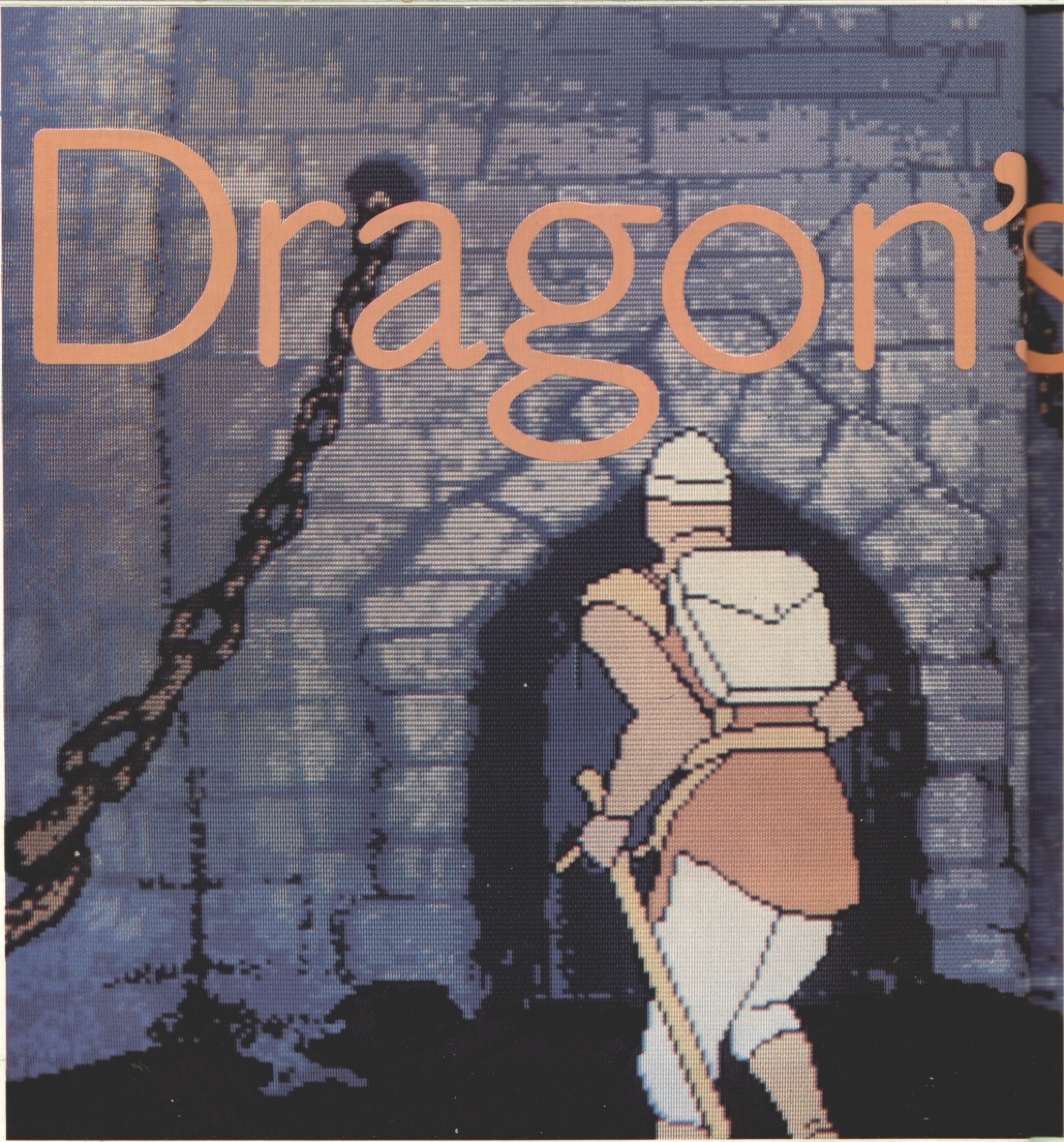
	ST	AMIGA	PC
ROGER RABBIT	–	19.90	–
REALM OF TROLLS	11.90	14.90	11.90
ROCKET RANGER	19.90	19.90	13.90
R-TYPE	11.90	14.90	–
RETURN OF THE JEDI	11.90	11.90	–
SAVAGE	14.90	14.90	16.90
S.D.I.	11.90	–	–
SHT'EM UP CON KIT	14.90	14.90	–
SIDEWINDER	6.90	6.90	–
SOLDIER OF LIGHT	–	11.90	–
SPACEBALL	11.90	11.90	–
SPITTING IMAGE	12.90	12.90	–
STARGLIDER II	14.90	14.90	14.90
STREET FIGHTER	13.90	16.90	–
SPACE HARRIER	11.90	14.90	–
SUMMER OLYMPIAD	11.90	11.90	14.90
SUPERMAN	11.90	14.90	–
SPEEDBALL	14.90	14.90	14.90
SUPER HANG ON	11.90	–	–
SKATEBALL	17.90	17.90	17.90
SKY CHASE	11.90	11.90	–
ST 5 STAR	14.90	–	–
STUNTMAN	11.90	11.90	11.90
STAR RAY	11.90	14.90	14.90
STAR GOOSE	11.90	11.90	14.90
STAR WARS	11.90	11.90	11.90
STOS (Game Creator)	19.90	–	–
SPACE RACER	11.90	11.90	14.90
THUNDERCATS	11.90	14.90	–
THUNDERBLADE	13.90	16.90	–
THE DEEP	13.90	16.90	13.90
THE MAD MIX	–	9.90	–
THE KRISTAL	17.90	17.90	–
THE GAMES (Winter)	13.90	16.90	–
THE GAMES (Summer)	13.90	16.90	–
TEST DRIVE	17.90	17.90	17.90
TIGER ROAD	13.90	16.90	–
TIME STOOD STILL	11.90	–	11.90
TIMES OF LORE	14.90	14.90	14.90
TECHNO COP	13.90	13.90	13.90
TIME AND MAGIC	11.90	11.90	11.90
TRIAD VOL I	19.90	19.90	–
TRIV P NEW BGNNNG	11.90	11.90	13.90
TRCK ST MANAGER	11.90	11.90	14.90
TURBOCOP	11.90	–	–
TV SPORTS FOOTBALL	–	19.90	–
ULTIMA V	19.90	19.90	–
ULTIMATE GOLF	13.90	13.90	13.90
U.M.S.	14.90	14.90	14.90
VERMINATOR	14.90	14.90	–
VIRUS	11.90	11.90	–
VECTORBALL	9.90	9.90	–
VICTORY ROAD	11.90	14.90	11.90
WAR SHIPS	19.95	–	–
WAR MID EARTH	14.90	14.90	14.90
WEIRD DREAMS	14.90	14.90	14.90
WHIRLIGIG	11.90	11.90	–
WHERE TME STD STLL	11.90	–	11.90
WEC LE MANS	11.90	14.90	11.90
XENON	11.90	11.90	–
ZYNAPS	13.90	13.90	–
1943	13.90	16.90	–
4 X 4 OFFROAD RCNG.	–	16.90	13.90

Mail order Only. Postage included Great Britain. EEC add 75p per item. Overseas add £1.50 per item.
Fast service, send cheque/PO to: Megasave, Dept TO, 49H Sutherland Street, Victoria, London SW1 V4JX.

Please note: New products will be dispatched day of release.

Please send for free list of new releases on Amstrad PC, Atari ST
Amiga, Commodore and +3 state which list. Future League Ltd

Dragon's







SCENE ONE: With the wind howling in his ears, Dirk arrives at the castle and cautiously approaches its entrance.

Crack! The rotting bridge gives way, leaving the resident of the castle's moat with the prospect of dinner as Dirk hangs on for dear life.

But no! Dirk's sword slices the air, and taking advantage of the creature's retreat he pulls himself up and runs into the castle.

’s Lair



Canadian software house Readysoft's conversion of the classic laser-disc coin-op has reached these shores courtesy of Titus' UK distributors Entertainment International. But it's an experience only for those in possession of a 1Mb machine. Brandishing his broadsword in a beligerent manner, Gary Penn does battle with a bevvy of beasts.



SCENE TWO: Once inside the castle, Dirk discovers a room. Is the potion safe to drink or should he escape through the door to the right . . .





One of the first laser-disc coin-ops to reach these shores was **Dragon's Lair**. Despite the mini-movie's minimal interaction, Don Bluth's baby was very well received.

So well received in fact that a **Dragon's Lair** video was released – The Adventures Of Dirk The Daring, or something similar. More bizarre though, is the fact that **Dragon's Lair** must be one of the only video games to be played by a blind person. By listening to the audio clues, blind New Yorker Felix Pagan practised **Dragon's Lair** and its pseudo sequel **Space Ace** at the Station Break arcade in Manhattan's Pennsylvania Station. His favourite colour? Corduroy of course.

The scenario is a predictable fairy-tale affair. Dirk The Daring attempts to rescue the beautiful Princess Daphne from the clutches of the evil dragon Singe. This task sees him negotiating the horrors found on six disks (at 880K or so each that's . . . oh, around 5.28 Mb of program at least), with two sections to complete each disk.

Each section takes the form of a visual and aural extravaganza with the player making the occasional timely decision – like pressing the fire button to draw Dirk's sword, or moving up, down, left or right to avoid an obstacle. That's five choices. Sometimes objects flash, indicating that you can move towards them. And just to make life difficult, there's the occasional red herring.



SCENE THREE: As our hero makes his way deeper into the bowels of the Dragon's abode, squeaking bats attempt to confuse him and the very ground crumbles at his feet. Timely leaps are the order of the day to stop Dirk tumbling into the depths of the abyss.





SCENE FOUR: Uh-ho. A menacing tentacle appears from the ceiling. Unruffled, Dirk grasps his sword firmly by the hilt and swings with success.

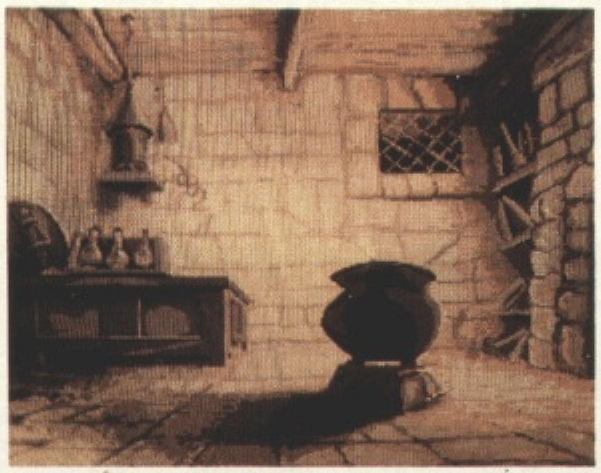


But the bizarre beast isn't beaten – the room erupts as more tentacles burst forth. Dirk's dodging skills are tested to the full. He leaps about the room, testing every possible exit before finally making good his escape through the door at the back of the screen.



SCENE FIVE: Dropped into a battered barrel, Dirk negotiates the four screens of whirlpool-infested waters before shooting the rapids.





SCENE SIX: Another strangely quiet room springs to life with green gook ejaculated from the cauldron in the centre.

Eurgh! Dirk leaps to one side and cocks a snook at the decor. It's not until a snaking white tongue attempts to lick the sweat from his brow that he springs into action . . .

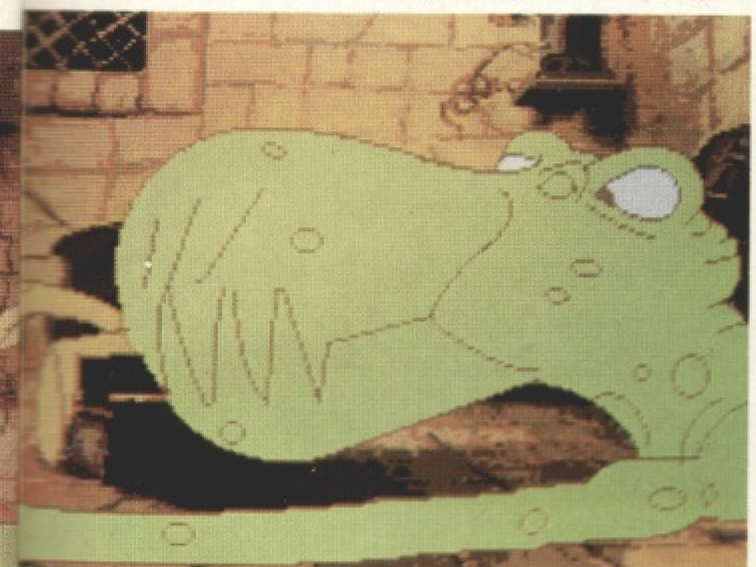


SCENE SEVEN: Dirk leaps for his life from square to square as the Dark Knight cackles maniacally and taps his electric sword on the floor to send bolts of charge through the Deadly Chequerboard.

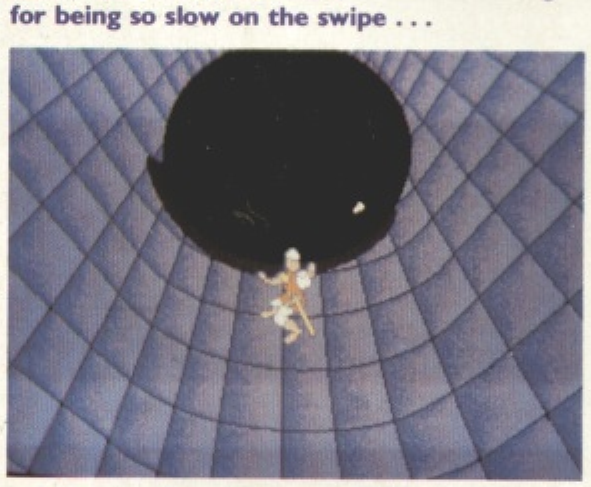




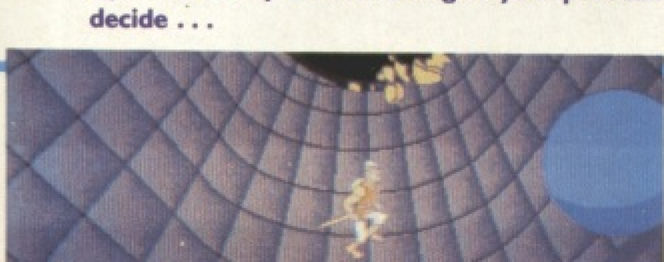
Crunch! Dirk's feeling the pir after jumping the wrong way.



Yoiks! The green gook's gobbled the good guy. Serves him right for being so slow on the swipe . . .



SCENE EIGHT: Dirk arrives at a tunnel with six large balls rolling from side to side. The decision whether to brace such a run is made for him when a huge black boulder appears from behind, Indiana Jones-style. Can he outrun it without getting squashed? Only careful timing on your part can decide . . .



A Dragon's Lair is the sort of program to impress your granny with – or feature on an Amiga promotional video (it would certainly sell a few Amigas). It's visually and aurally outstanding, with silky smooth cartoon-quality animation complemented by moody music and appropriate sampled sounds, making it an experience to behold. But like its arcade parent (which this conversion isn't at times. Some of the more interesting sections are missing, such as The Lizard King, The Earthquake, The Skeleton Attack, The Falling Floor and The Mud Monsters – to name but five. And to top it all, some sections lack certain gameplay elements), Dragon's Lair lacks gameplay. Curiously you have to repeat all but three of the sections with the graphics reversed, which would be all very well if the gameplay was more complex and required you to remember more, but with only a thimbleful of moves to recall, the going isn't made any tougher in most cases – the only exception being the Chequerboard. Having to repeat the bridge section once you're already inside the castle seems a little silly, really. More often than not you seem to spend more time waiting for a section to load than playing it. At worst you endure or enjoy a good 10 seconds of action with interaction restricted to a single press of the fire button! The most annoying aspect though, is having to play through more and more disks as you get further and further, and as you get better and better at the earlier sections, they become less and less interesting. The interactive movie is an exciting concept, but to date there have been very few rousing examples – other than those provided by Cinemaware. Rocket Ranger for example, makes Dragon's Lair look like a glorified demo. This conversion looks and sounds outstanding, sure – but as far as playability is concerned, Software Projects' 8-bit incarnations of two years ago are the men for the job.

PRICE	£44.95
RELEASE DATE	Out Now
GRAPHICS	94%
SOUND	89%
PLAYABILITY	45%
VALUE	31%

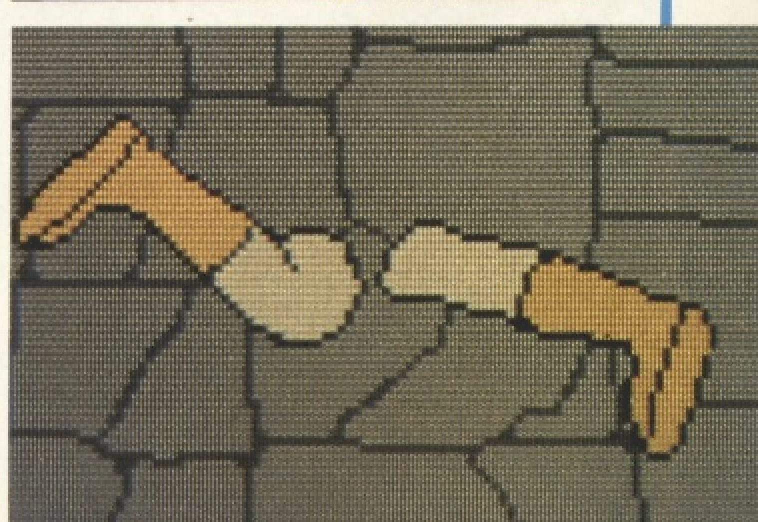
OVERALL 60%

ST Dragon's Lair already exists for this machine – in the form of Microdeal's laserdisc version for around £200 (and you need a player in the first place). As for a Readysoft conversion . . . Entertainment International reckons that the chances of seeing anything are pretty slim. And with the Amiga version filling six disks, an ST incarnation would fill around a dozen! Egad.

PC Unfortunately there's nothing on the cards. A pity really, as there are a lot of PC owners with hard disks and plenty of memory to go with it, which tends to make Dragon's Lair a more viable proposition – especially with a huge PC following in the States.

SCENE NINE: You have to move fast for the door at the back of the room, as your only chance of exit is being bricked up faster than Max Superhod could manage. Beyond lies a confrontation with Singe the dragon from which only one of you will emerge victor.





DEMOS

Festive Fraüline frolics aside, we're not exactly awash with eye-droopingly incredible demos at the moment, so Public Domain Library 17 Bit Software gave us a few to be going on with.

But what about your input? Where are your sights and sounds to impress even the well dressed? If you are in the habit of producing pictures or animations or even dreary old s-s-sampled songs, why not slip 'em into sturdy packaging along with details of how to get hold of them, and send them to us, here at The One. If your work manages to shake the very cheese from our toes, then consider it printed. The address, as ever, is DEMOS, The One, Priory Court, 30-32 Farringdon Lane, LONDON ECIR 3AU.

Anyone interested in acquiring any of the demos mentioned here should contact 17 Bit Software at PO Box 97, Wakefield WFI IXX or gerre on t'jelly bone on (0924) 366892. Super Lovely Knockout.





A DISK 70

Coded by Blair and Sullivan, the duo responsible for the Elgato demo, this novel little number presents a digitised silhouette of the late, great Fred Astaire tippity tapping across a mountain backdrop. Pity it's silent really.

A DISK 70

Titter, snort, guffaw. **Marketroid** is a parody of Williams' classic sequel to **StarGate** – **Robotron 2084**. Sadly this isn't a playable 'tribute', but a gentle trot down memory lane for anyone who remembers the attract sequence.



A DISK 70

Heavens, my Amiga's turned into a telly... astound and amaze your Ma's 'n' Pa's with this neat adaptation of the Thames Television logo which opens up with a mirror-image and accompanying sound. Very nice.

ST DISK 49

The sound of chins hitting the floor could be heard for miles around when Eric Graham's classic ray-traced juggler demo was first unveiled. But politely stifled yawns is the best reception this ST incarnation is likely to receive.



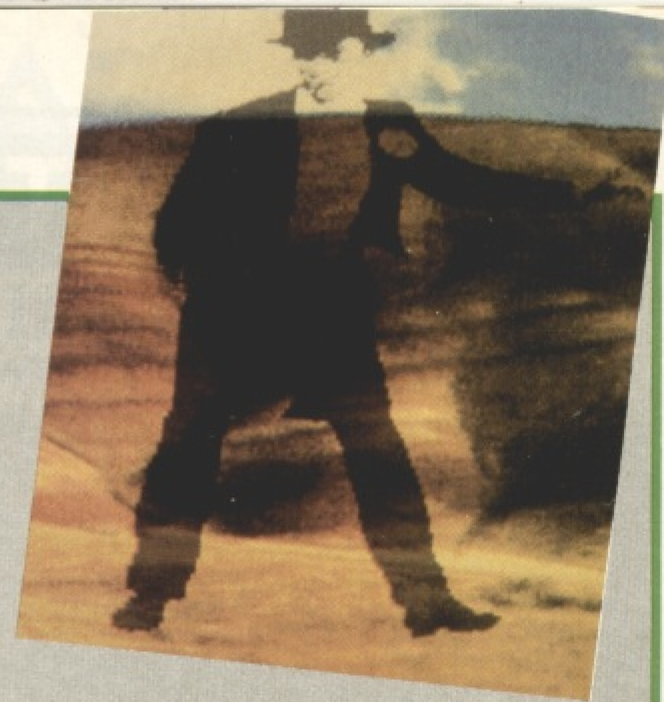
A DISK 11

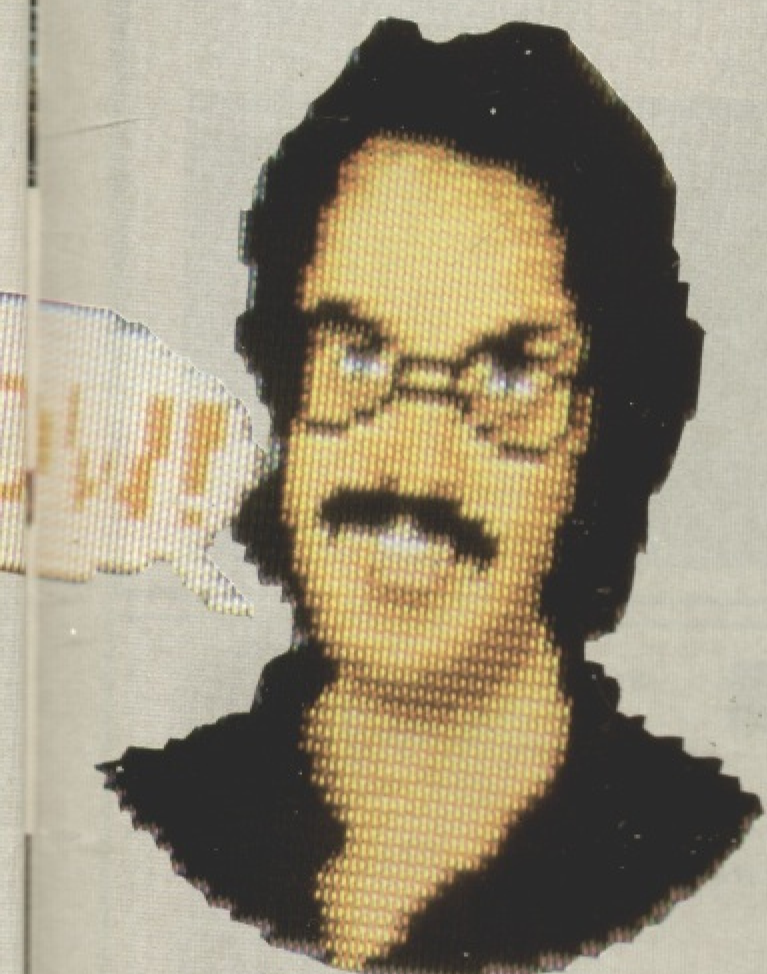
A collection of three animated demos fronted by Elgato... the spinning cat used by Commodore as a showpiece at the 1987 PCW Show. Unexpanded users miss out on at least half a revolution of the fully-animated puss in a frame. Also appearing on this diskette is a ho-hum piece of vector graphic animation of the letters FSW, and a Sculpt 3D WWI bi-plane buzzing in and out of the screen.















DISK 32 Jings, it's a slideshow! But wait. These pictures of such visual delights as loaves of bread and vintage cars were produced using the DigiView Digitiser, and they almost attain photographic quality. Combined with the soothing sound of some Eno-esque music, this is indeed a demo to impress the girls with.



DISK 45 Once again Rob Hubbard is the subject of a music demo, and this time renditions of **Monty On The Run**, **Crazy Comets** and **The Human Race** feature alongside a version of **Axel F**. By way of an original touch, two Rob Hubbard heads adorn the screen display, complete with speech hubbles exclaiming 'WOW'. Hubbard lovers are more likely to get their fix from the BIG demo (that's DISK 46 if you're interested).

DISK 159 Giggle, giggle, giggle, **Egyptian Run**, a parody of Sega's **OutRun**. So bad it's bad.

DISK 163 Harold Faltermeyer's Axel F has been digitised and remixed more times than Eddy Murphy's said F**K. But by the way of a change, this latest ST s-s-sample song is ShootOut, the Faltermeyer-composed B-side to Axel F. Spaz of the Lost Boys is the man responsible for this so-so s-s-sample of the whole record, but hasn't got the same Fun Factor as the neverending Pump Up The Volume demo.

ST DISK 159 **Asteroids** – a competent rendition of Atari's ageing coin-op, and one of four interactive demos on this diskette. The boulder-destroying classic plays well and has been reproduced in hi-res to give the feel of the arcade original. Coo. Also featured on this disk is a two-player **Battleships**-style game entitled **Gravity Wars**, which requires a Degree in Trigonometry and a basic understanding of Physics to play. Marginally more interesting is **Backgammon**, an adaptation of that dusty old board game.



SEVENTEEN BIT SOFTWARE

That bit better than the rest!

THEY SAID OUR DEMO PACK COULDN'T BE BEATEN! (Actually they were right so here it is again!)

THE ULTIMATE DEMO PACKS

MAKE YOUR MACHINE COME TO LIFE WITH THESE AMAZING PD DISKS, AS FEATURED IN "THE ONE".

Each of our packs features four different disks, plus the latest issue of our hugely popular disk-magazine. We'll also enclose details of how to join the fastest growing user club in the U.K. We are certain that once you have experienced what 17 Bit have to offer you will be back for more!

AMIGA PACK: PROBE DEMO, GRAVATTACK, SONIX JUKEBOX & SCULPT 3D ANIMATION DISK.

ST PACK: MUSIC-MIX, MAKE A BREAK GAME, THE BIG DEMO & KARATE KID ANIMATION DISK.

BOTH PACKS JUST £10 (Inc 1st class p&p). Write enclosing cheque or postal order (or phone with Access/Visa) to:

17 BIT SOFTWARE
DEPT 1
PO BOX 97
WAKEFIELD WF1 1XX
TEL 0924 366982

VISA

AS SEEN AT THE COMMODORE SHOW AND IN THE DEMOS SECTION OF THIS MAGAZINE.
WE GUARANTEE SATISFACTION.

WORLDWIDE SOFTWARE
1 BRIDGE STREET
GALASHIELS
TD1 1SW

WORLDWIDE ·SOFTWARE·

WORLDWIDE SOFTWARE
49 STONEY STREET
NOTTINGHAM
NG1 1LX

MasterCard VISA

COMMODORE AMIGA SOFTWARE

1943 Battle of Midway	17.95
Action Service	13.25
Afterburner	16.45
Alien Syndrome	13.25
Barbarian II	13.25
Bards Tale II	17.95
Batman	16.45
Battle Chess	17.95
Better Dead Than Alien	16.45
Buggy Boy	16.45
Butcher Hill	14.35
California Games	17.95
Carrier Command	16.45
Chrono Quest	21.95
Circus Games	16.45
Combat School	16.45
Corruption	16.45
Daley Thomson Olympic Chall	16.45
Double Dragon	16.45
Dragon Ninja	16.45
Dragon Slayer	21.95
Dungeon Master (1 meg)	16.45
Echelon	17.95
Eliminator	14.35
Elite	16.45
Empire Strikes Back	13.25
Espionage	13.25
Falcon	20.95
F.O.F.T.	24.95
F16 Combat Pilot	15.95
Fish	16.45
Flight Simulator II	28.95
Football Director II	13.25
Football Manager II	13.25
Fusion	17.95
Games Winter Edition	17.95
Garfield	16.45
Gary Linekers Hot Shot	14.35
Green Beret	16.45
Guerilla War	16.45
Heroes of the Lance	17.95
Highway Hawks	13.25
Hostages	16.45
Ikari Warriors	16.45
Impossible Mission II	17.95
Ingrids Back	13.25
Interceptor	17.95
Jet	28.95
Kennedy Approach	16.45
Leaderboard Collection Birdie	17.95
Lombard RAC Rally	16.45
Mini Golf	13.25
Pools of Radiance	17.95

ATARI ST SOFTWARE

1943 Battle of Midway	14.35
Action Service	13.25
Alien Syndrome	13.25
Artura	14.35
Baal	13.25
Barbarian II	11.20
Batman	13.25
Better Dead Than Alien	13.25
Black Tiger	14.35
Blazing Barrels	13.25
Butcher Hill	14.35
California Games	14.35
Captain Blood	16.45
Carrier Command	16.45
Chrono Quest	21.95
Corruption	16.45
Cybernoid	14.35
Daley Thomson Olympic Chall	13.25
Heroes of the Lance	17.95

ATARI ST SOFTWARE

Gary Linekers Hot Shot	14.35
Gauntlet II	14.35
Guerilla War	13.25
Gunship	16.45
Heroes of the Lance	17.95
Hollywood Poker (Adults only)	7.25
Hostages	16.45
International Karate	13.25
Jet	28.95
Kennedy Approach	16.45
Leaderboard Collection Birdie	14.35
Leatherneck	13.25
Legend of the Sword	16.45
Leisuresuit Larry (Adults Only)	13.25
Live and Let Die	16.45
Lombard RAC Rally	16.45
Mafdet	11.20
Maupiti Island	13.25
Menace	13.25

ATARI ST SOFTWARE

R-Type	16.45
Rambo III	13.25
Return of Jedi	13.25
Robocop	13.25
Rockford	13.25
Rolling Thunder	14.35
S.D.I.	13.50
S.T.O.S.	22.95
Silent Service	16.45
Skychase	13.25
Space Harrier	13.25
Spitting Image	13.25
ST Adv Creator	26.55
ST Five Star	16.45
Star Ray	13.25
Star Wars	13.25
Starfleet	17.95
Starglider II	16.45
Speedball	16.45

FAST DELIVERY ON ALL STOCK ITEMS BY 1ST CLASS MAIL IN UK
SPECIAL OVERSEAS SFRVICE BY AIR MAIL WORLDWIDE
CREDIT CARD ORDERS ACCEPTED BY PHONE OR MAIL
CREDIT CARD ORDER TELEPHONE LINES

NORTH, SCOTLAND
N. IRELAND, OVERSEAS
0896 57004 (24 HOURS)

SOUTH, MIDLANDS
WALES
0602 480779 (24 HOURS)

Pools of Radiance	17.95
De Luxe Scrabble	13.25
Double Dragon	13.25
Dragon Ninja	13.25
Dragon Slayer	21.95
Dungeon Master	16.45
Eliminator	14.35
Elite	16.45
Espionage	13.25
Falcon	15.50
F.O.F.T.	24.95
F16 Combat Pilot	15.95
Fish	16.45
Flight Simulator II	28.95
Football Director II	13.25
Football Manager II	13.25
Fusion	16.45
Galdragons Domain	14.35
Game Over II	15.99
Games Winter Edition	17.95
Gary Linekers Superskills	14.35

Mindfighter	16.45
Manhattan Dealers	13.25
Motor Bike Madness	11.20
Motor Massacre	14.35
Navcom 6	16.45
Nebulus	14.35
Nigel Mansell Grand Prix	15.95
Night Raider	14.35
Offshore Warrior	13.25
Oids	13.25
Oops!	13.25
Operation Wolf	13.25
Outrun	14.35
Overlander	13.25
P.O.W.	21.95
Pacmania	13.25
Paperboy	13.25
Peter Beardsley Football	13.25
Platoon	13.25
Powerdrome	17.95
Pro Soccer Simulator	13.25

Spitfire 40 and Strike Force Harrier	16.45
Superman	16.45
Summer Olympiad	13.25
Super Hang On	12.50
Techno Cop	14.35
Thunder Blade	14.35
Tiger Road	14.35
Time and Magik	13.25
Triad Volume 1	21.95
Ultima V	16.45
Ultimate Golf	14.35
Universal Military Simulator	16.45
Verminator	16.45
Veteran	11.20
Victory Road	13.25
Virus	13.25
Vroom	13.25
WEC Le Mans	13.25
West Europe Scenery Disk	15.99
Where Time Stood Still	13.25
Zynaps	14.35

COMMODORE AMIGA SOFTWARE

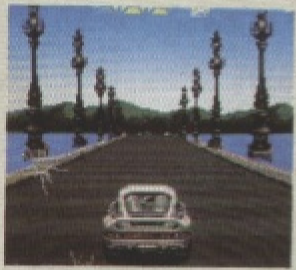
Legend of the Sword	16.45
Leisuresuit Larry (Adults only)	13.25
Live and Let Die	16.45
Luxor	11.20
Manhattan Dealers	16.45
Menace	13.25
Motor Massacre	14.35
Navcom 6	16.45
Nebulus	17.95
Night Raider	14.95
Operation Wolf	16.45
Outrun	16.35
Overlander	16.45
P.O.W.	21.95
Pacmania	13.25
Pandora	13.25
Peter Beardsley Football	13.25
Platoon	16.45
Powerdrome	16.45
Pro Soccer Simulator	13.25
Rambo III	16.45
Road Blasters	14.35
Robbery	13.25
Robocop	16.45
Rocket Ranger	21.95
Rolling Thunder	17.95
Sex Vixens from Outer Space (ADULTS ONLY)	16.45
Shoot em up Const Kit	16.45
Skychase	13.25
Space Harrier	16.45
Speedball	16.45
Star Ray	16.45
Starglider II	16.45
Summer Olympiad	13.25
Techno Cop	14.35
Thunderblade	17.95
Tiger Road	14.35
Turbo Cop	13.25
TV Sports Football	21.95
Ultima V	21.95
Ultimate Golf	14.35
Verminator	16.45
Victory Road	16.45
Virus	13.25
WEC Le Mans	16.45
World Tour Golf	17.95
Zynaps	14.35
10x3.5" DS/DD high quality disk	9.95

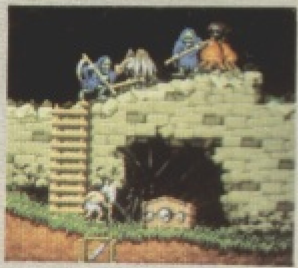
Please make cheques or postal orders payable to
WORLDWIDE SOFTWARE.

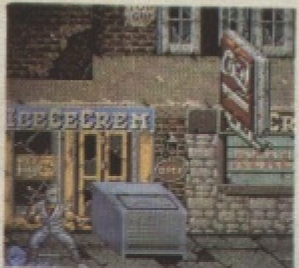
All prices include postage & packing in UK. Overseas please add £1.50 per cass/disk for AIR MAIL delivery. Credit card orders accepted by phone or mail.
Galashiels: (0896) 57004 (24 hours) Nottingham: (0602) 480779 (24 hours)

ADVERTISED PRICES ARE FOR MAIL AND TELEPHONE ORDERS

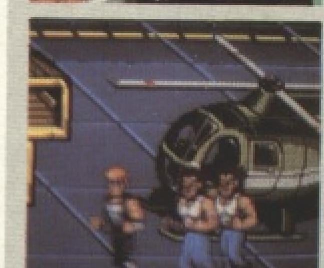
Ciarán Brennan begs, steals and borrows enough silver money to spend an afternoon at his local arcade – only to find that there's little new to report...



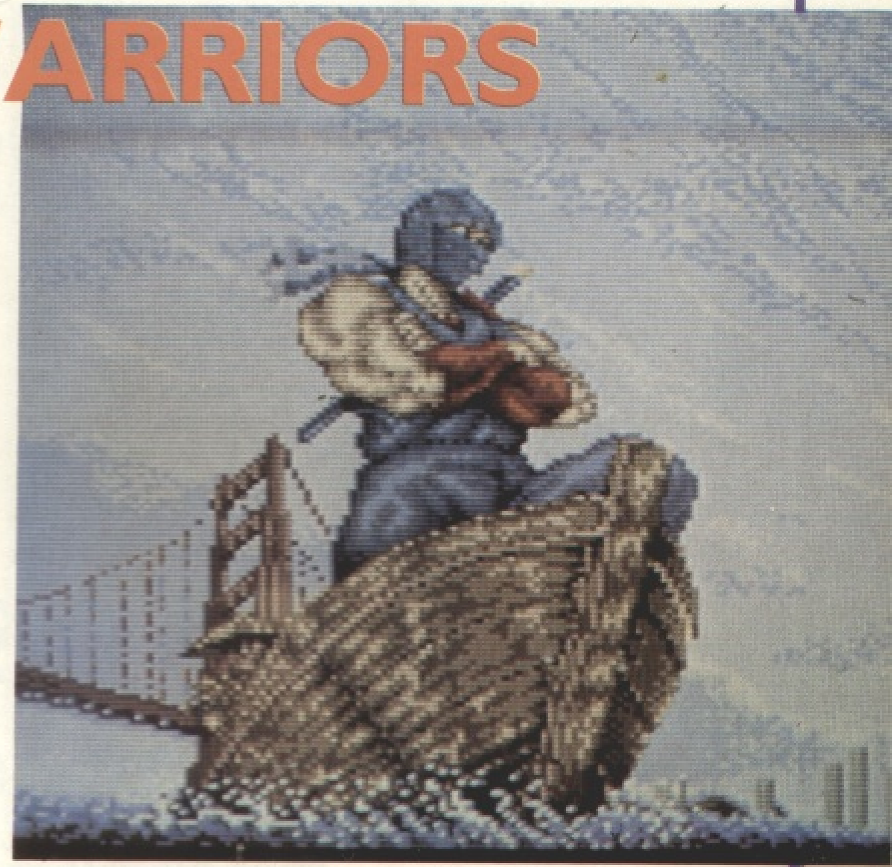








SHADOW WARRIORS (Tecmo)

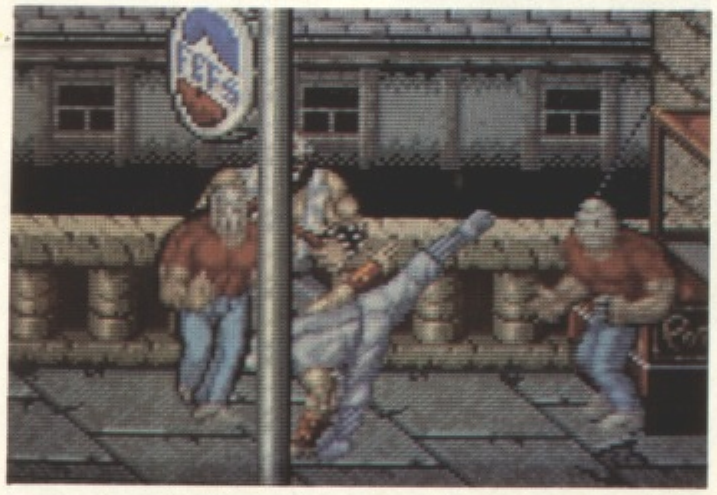


This one or two player Ninja fighting game is the first 'large format' arcade game to reach these shores, utilising the bigger screen previewed by Nick Kelly in Issue Three. This allows for both larger characters and a more open play area – but does this necessarily produce a better game?

One thing that's certainly been well thought out is the attract sequence that graphically depicts the Ninja's arrival in New York and his initial confrontation with that city's rougher element. After about five minutes of big screen demo action, it's straight onto the scrolling streets to do battle with a seemingly unending supply of vindictive New Yorkers.

The backgrounds are interactive – ie: they can actually be used to affect the game. For instance the hero has one particularly impressive acrobatic manoeuvre that can only be executed by leaping upwards and spinning from a streetlamp – this is one tricky move that needs loads of practice.

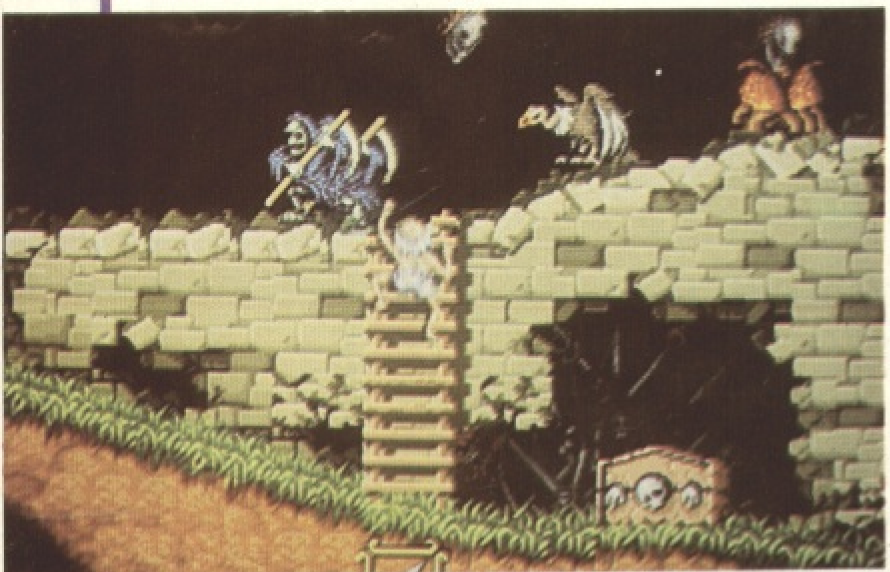
The difficulty factor is probably the trickiest thing to get right with fighting games – if they're too easy they get boring incredibly quickly, or on the other hand if they're too difficult then frustration sets in. Unfortunately this one errs too much towards the latter.

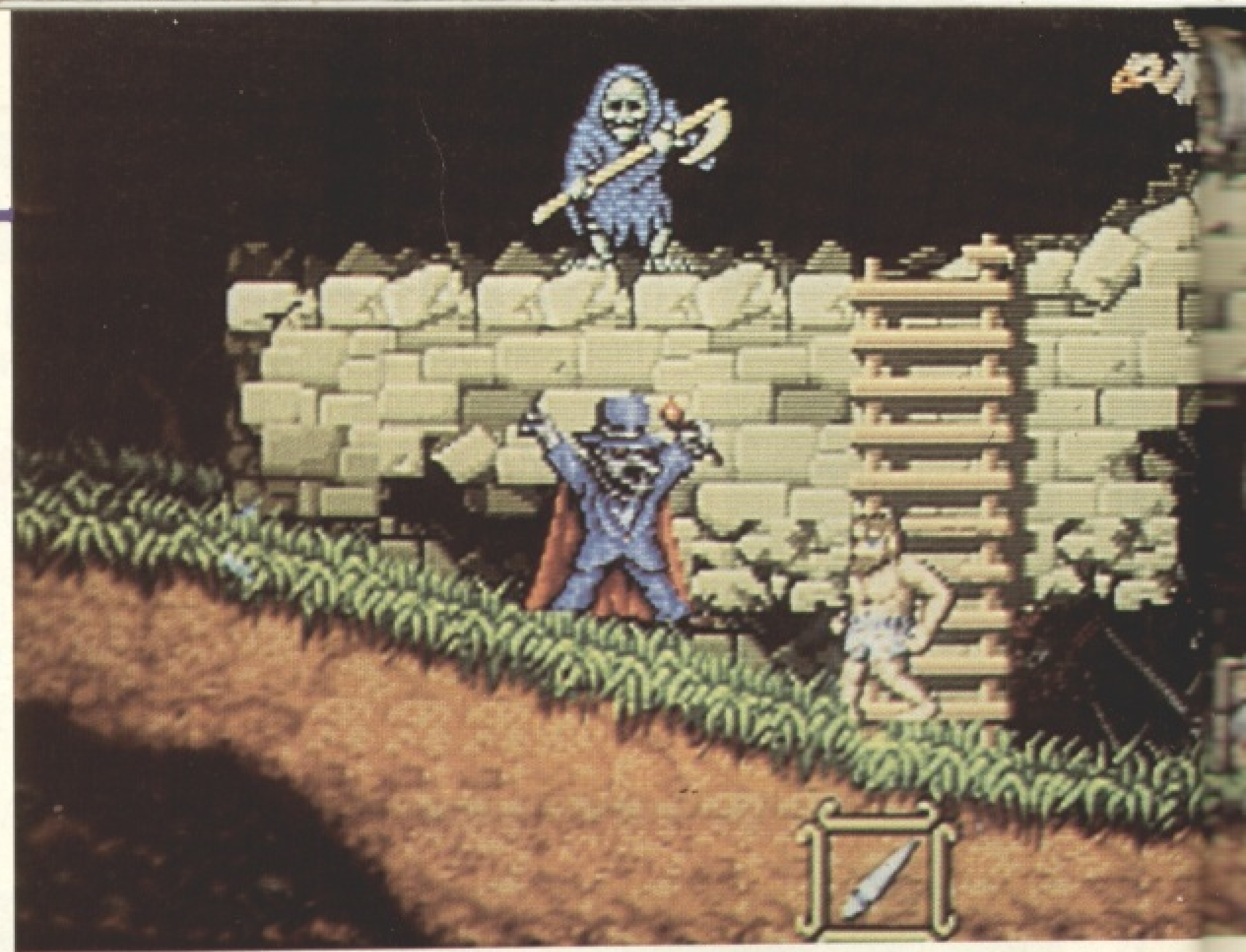


There are invariably too many opponents on screen at any one time, and if any one of them lands a punch then it's very difficult for the hero to get back into the fight. Consequently his three lives disappear all too quickly, and even the addition of extra weapons doesn't do much to put things right. I'd imagine that Shadow Warriors will appeal to big butch hard guys who've already beaten the lights out of other fighting games and are waiting for a new challenge – but beginners would be well advised to steer clear.









GHOSTS 'N' GHOULS (Capcom)

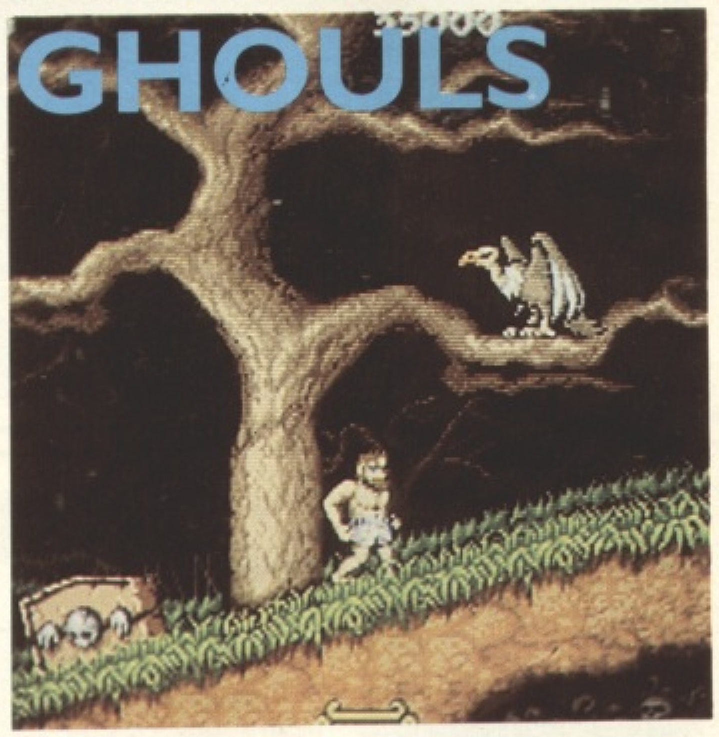
Three years has passed since Sir Arther Lancelittle first braved the coin-op screens in Ghosts 'n' Goblins, but now he's been brought out of retirement for his most dangerous mission yet. The brave knight has been called upon to rid the land of evil demons who have taken up residence in his absence, but as he rides in on his trusty steed the ghosts strike first and the horse falls to the ground. What hope is there for an unmounted knight? Only time will tell.

Despite the more modern style, the original has been faithfully adhered to, Arther now races



along a rising and falling landscape using his ingenuity and any of eight available weapons to clear his way. The knight's ultimate quest is to search every treasure chest along the route for the missing magic armour.

A demonic army of grim reapers and hungry vultures litters the route, attempting to end the knight's quest. An initial hit removes the hero's armour, while a second shot is enough to finish one of his three lives. Other enemies which crop up from time to time include hidden sorcerors who turn Arther into an old man and seriously slow him down. Although this effect is only temporary it can often be enough to allow the enemy to close in.



Sequels often end up as poor substitutes for their original games, but Ghosts 'n' Ghouls is a definite exception. The rolling hills add greatly to the gameplay and it takes











ages to work out what to do on most occasions. This is definitely something more than a scroll down memory lane – highly recommended.



DOUBLE DRAGON II – THE REVENGE (Technos)



Billy and Jimmy Lee thought that they could settle down to a quiet little life when they'd rescued their girlfriend from the evil drug runners – but they were wrong. There's a new gang in town and they're not interested in kidnapping – the evil miscreants have gunned the boys' girlfriend down (what did that girl ever do?) and the fight is on again.

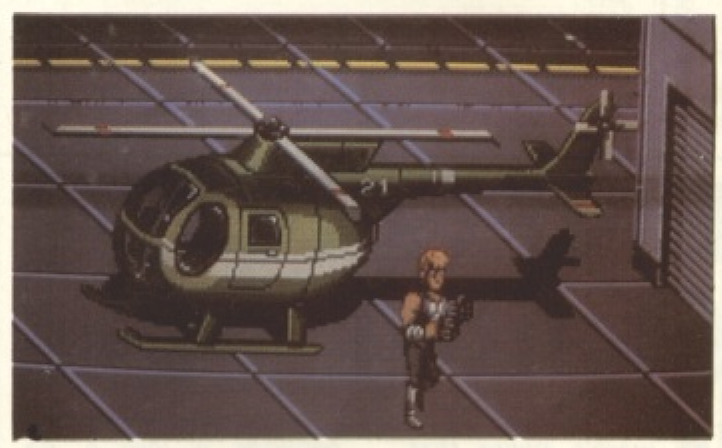
The Revenge is more of the same, with different backgrounds to explore, harder enemies to fight and more deadly weapons to pick up and use. There's also a couple of extra moves that the boys have picked up in their travels (including the Roundhouse Kick and the Hurricane Kick), but I found these a little hard to get to grips with.

The enemy has also picked up a few tricks along the way, so veterans of the original who think that they're going to stroll through this sequel had better think again – in a lot of cases it's back to the old drawing board I'm afraid.

I was all set to recommend DDII wholeheartedly until I came across one major flaw – the control system. Although the original's three button and joystick set-up has been retained, the configuration has change so that the buttons are now laid out in a straight line instead of the triangular format. Because of this I found it quite difficult to get to grips with most of the fighting moves – and the gameplay's speed doesn't exactly allow time for practice.

That said, Double Dragon II is a good beat 'em up, which, like its predecessor, is best enjoyed in company as the single player mode is a little too difficult.















HOT CHASE (Konami)



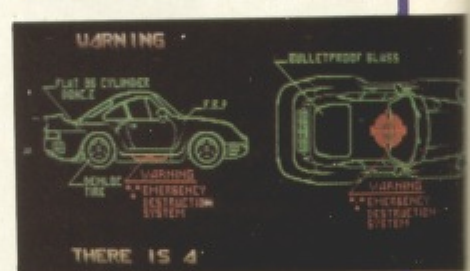
Buckle up for yet another racing game which attempts to develop the idea of Chase HQ **– that is, a racing game with a built-in pursuit element. The difference is that in** Chase HQ **you race against other vehicles, whereas in this case you're racing against the clock as there's a time bomb in your car that can only be defused if you reach your destination within a set time limit.**

This may sound like a real nail-biting scenario, but unfortunately the lame action and sloppy control method really lets it down.

The problem stems mainly from the fact that the car doesn't behave realistically; it takes some corners at incredibly high speeds while jumping off the track in the strangest of places. The awful flicker and jerky road don't do anything to alleviate the problems.

It's not all bad though. There's a certain excitement generated by the opposition attempting to either blow you off the road or block your way. These can either be rammed or jumped if an appropriate ramp shows up – but once again these ended up as little more than an irritant.

Hot Chase **is a good idea alright, it just hasn't been executed properly. If** Chase HQ **is a Ferrari, then this is the Skoda Vitesse of driving games I'm afraid.**

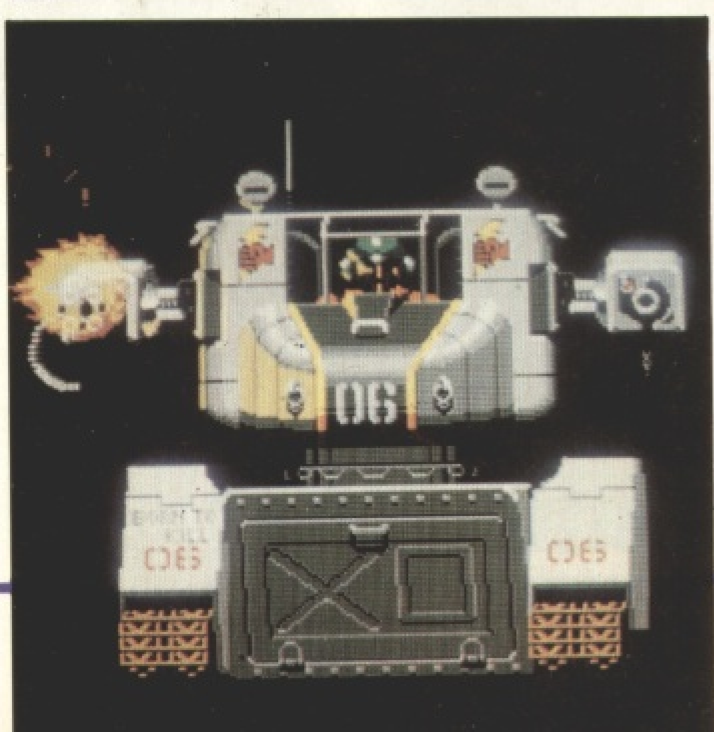


ENFORCE (Taito)

I wasn't aware that the US Navy was the proud owner of laser-equipped military robots – but as this game is licensed from that very body then this must be the case. Enforce **puts you in remote control of this futuristic vehicle, manoeuvring it into a 3D scrolling roadway and against a number of robotic enemies.**

For what it's worth, the gameplay is remarkably simple. The futuristic steering 'wheel' contains two fire buttons – one of which controls the left-mounted laser cannon and the other controls the right-mounted Gatling gun. There's a token scenario bolted on involving rescuing a kidnapped girl, but basically it's nothing more than a simple 'shoot everything that moves' effort.





Everything that moves consists of four futuristic fighting machines, each with a nickname that doesn't appear to have been properly translated from the original Japanese. The Fighter Plane is known as Coyote – fair enough, but the Unmanned Laser is a 'Tochka' and the Laser Cannon Tank is dubbed 'Iron Rock' – very odd.

The 3D system is similar to that used in Continental Circus, **utilising a very similar suspended pair of glasses. Unlike that racing game however the effect just simply doesn't work, and unless the player closes one eye (or reverts to two dimensions by re-pressing the start button) then things get pretty confusing.**

Taito has probably put a lot of time and effort into this 'simulation' – especially considering the US Navy's alleged involvement. However the end result is sadly lacking, being difficult, monotonous and, worst of all, very hard on the eye.



GIFFORD SOFT LTD.

WIN AN ST

21 WHERNSIDE AVENUE, ASHTON-UNDER-LYNE,
LANCASHIRE OL6 8UY
TELEPHONE 061-330 9939 (9.00 am to 6.00 pm)

WIN AN ST

TITLE	AMIGA	ST
19	14.95	14.95
1943	18.85	14.95
Action Servicets	14.95	14.95
Afterburner	14.95	14.95
Alien Syndrome	14.94	14.95
Annals of Rome	18.75	18.75
Aquaventurer	18.75	18.75
Arkanoids	18.75	11.25
Army Moves	14.95	14.95
Astoroth	14.95	14.95
Backlash	14.95	14.95
Bad Cat	18.75	14.95
Balance of Power	22.45	22.45
Barbarian (Psygnosis)	18.75	18.75
Barbarian (Palace)	14.95	11.25
Barbarian II	14.95	14.95
Battleships	14.95	11.25
Bermuda Project	18.75	18.75
Better Dead Than Alien	14.95	14.95
Beyond the Ice Palace	18.75	14.95
Beyond Zork	18.75	18.75
Bionic Commandos	18.75	14.95
Black Lamp	14.95	14.95
Black Tiger	18.75	14.95
BMX Simulator	11.25	11.25
Bomb Jack	14.95	14.95
Bubble Bobble	14.95	14.95
Bubble Ghost	18.75	14.95
Buggy Boy	14.95	14.95
California Games	18.75	14.95
Captain Blood	18.75	18.75
Carrier Command	18.75	18.75
Casino Roulette	14.95	14.95
Chamonix Challenge	18.75	14.95
Championship Cricket	11.25	11.25
Charlie Chaplin	18.75	14.95
Chubby Gristle	14.95	14.95
Colossus Chess 4	18.75	14.95
Computer Hits	22.45	22.45
Corruption	18.75	18.75
Crash Garrett	18.75	11.25
Crazy Cars	18.75	14.95
Cybernoid	14.95	14.95
Cybernoid II	17.95	14.95
D.T. Olympic Challenge	18.75	14.95
Daley Thompson Supertest	18.75	14.95
Dark Castle	18.75	18.75
Deep Space	26.75	26.25
Defender of the Crown	22.45	22.45
Deja Vu	18.75	18.75
Double Dragon	14.95	14.95
Dreadnought	14.95	14.95
Dungoen Master	18.75	18.75
Eco	18.75	14.95
Elf	14.95	14.96
Eliminator	14.95	14.95
Elite	18.75	18.75
Empire Strikes Back	14.95	14.95
Espionage	14.95	14.95
Exolon	14.95	14.95
Federation of Free Traders	22.45	22.45
Final Assault	18.75	14.95
Fire & Forget	18.75	18.75
Fire Blaster	7.50	7.50
Flight Sim II	29.95	29.95
Flintstones	14.95	14.95
Football GFL	18.75	18.75
Football Manager II	14.95	14.95
Fright Night	18.75	14.95
Frost Byte	11.25	11.25
Garfield	14.95	14.95
Gauntlet	18.75	18.75
Get Dexter II	18.75	11.25
Gnome Ranger	11.25	11.25
Gold Runner	18.75	18.75
Gorilla Wars	18.75	14.95

TITLE	AMIGA	ST
Great Gianna Sisters	18.75	14.95
Guild of Thieves	18.75	18.75
Gunship	18.75	18.75
Hacker	7.50	7.50
Hardball/Mean 18	18.75	18.75
Helter Skelter	11.25	11.25
Heros of the Lance	18.75	18.75
Hill 19	14.95	14.95
Hollywood Poker	7.50	11.25
Hostages	18.75	18.75
Hunt for Red October	18.75	18.75
I Ludicrus	14.95	14.95
Ikari Warriors	18.75	11.25
Impact	11.25	14.95
Impossible Mission II	18.75	14.95
International Soccer	14.95	14.95
Jet	29.95	29.95
Jet Scenery Disks	14.95	14.95
Jewels of Darkness	14.95	14.95
Jinks	18.75	14.95
Jinxter	18.75	18.75
Joe Blade	7.50	7.50
Jump Jet	11.25	11.25
Karate Kid Part II	18.75	18.75
Kings Quest 3 Pack	18.75	18.75
Knight Orc	14.95	14.95
Leaderboard	18.75	18.75
Leaderboard Collection	18.75	11.25
Leatherneck	14.95	14.95
Legend of the Sword	18.75	18.75
Leisure Suit Larry	22.45	14.95
Little Compupter People	7.50	7.50
Live and Let Die	14.95	14.95
Mach III	14.95	14.95
Mean Streak	18.75	18.75
Mercenary Compendium	18.75	18.75
Mind Fighter	18.75	18.75
Mindshadow	7.50	7.50
Moebius	18.75	18.75
Mortville Manor	18.75	18.75
Motorbike Madness	7.50	7.50
Motor Massacre	14.95	14.95
Mouse Trap	11.25	11.25
Nebulus	14.95	14.95
Netherworld	14.95	14.95
North & Star	18.75	18.75
Obliterator	18.75	18.75
Ogre	18.75	18.75
Operation Neptune	18.75	18.75
Operation Wolf	18.75	18.75
Outrun	18.75	18.75
Overlander	18.75	18.75
Pac Land	14.95	14.95
Pandora	14.95	14.95
Paperboy	18.75	14.95
Parisian Knights	18.75	18.75
Pawn	18.75	18.75
Peter Beardsley Football	14.95	14.95
Phantisie III	18.75	18.75
Phantasm	14.95	14.95
Pink Panther	14.95	14.95
Platoon	18.75	14.95
Plutos	11.25	11.25
Police Quest	18.75	14.95
Pool of Radiance	18.75	18.75
Power Struggle	11.25	11.25
Powerplay	14.95	14.95
Protector	7.50	7.50
Quadralien	14.95	14.95
Rally Simulator	14.95	14.95
Rambo III	18.75	14.95
Real of Trolls	18.75	14.95
Return to Genesis	14.95	14.95
Road Blasters	18.75	14.95
Roadwar 2000	18.75	18.75
Roadwar Europa	18.75	18.75

TITLE	AMIGA	ST
Roadwars	14.95	14.95
Rockford	14.95	14.95
Rogue	7.50	7.50
Rolling Thunder	18.75	14.95
Rugby League	11.25	11.25
Scrabble Delux	14.95	14.95
Screaming Wings	11.25	11.25
Seconds Out	14.95	14.95
Siege of London	14.95	14.95
Sentinel	14.95	14.95
Shadowgate	18.75	18.75
Sherlock	18.75	18.75
Shiloh	22.45	18.75
Side Arms	18.75	14.95
Sidewinder	7.50	7.50
Silent Service	18.75	18.75
Silicon Dreams	14.95	14.95
Sinbad	18.75	18.75
Skyblaster	14.95	14.95
Slapfight	14.95	14.95
Slaygon	14.95	14.95
Soccer Supremo	11.25	11.25
Soldier of Light	18.75	14.95
Space Balier	7.50	7.50
Space Harrier	18.75	14.95
Space Ranger	14.95	14.95
Spidertronic	14.95	14.95
Spitting Image	14.95	14.95
Star Glider	18.75	18.75
Star Glider II	18.75	18.75
Star Wars	14.95	14.95
Steve Davis Snooker	14.95	14.95
Stir Crazy (BoBo)	14.95	14.95
Stockmarket	14.95	14.95
Storm Lord	14.95	14.95
Street Fighter	18.75	14.95
Streetgang	11.25	11.25
Strike Force Harrier	11.25	11.25
Strip Poker II+	11.25	11.25
Stuntman	14.95	14.95
Sub Battle Sim	18.75	18.75
Tanglewood	14.95	14.95
Technocop	14.95	14.95
Terramex	14.95	14.95
Terrorpods	18.75	18.75
Terra Quest	14.95	14.95
Tetris	14.95	14.95
The Games Summer Edition	18.75	14.95
Thundercats	18.75	14.95
Tiger Road	18.75	14.95
Time & Magik	14.95	14.95
Time Bandit	14.95	14.95
Triv Pursuit New Beg	14.95	14.95
Trivia Trove	7.50	7.50
Typhoon	18.75	14.95
Ultima III	18.75	18.75
Ultimate Golf	14.95	14.95
Uninvited	20.20	18.75
Universal Military Sim	18.75	18.75
Vampite Empire	14.95	14.95
Vectorball	11.25	11.25
Victory Road	18.75	14.95
Virus	14.95	14.95
Wanderer	18.75	18.75
War in Middle East	14.95	14.95
Wargame Const Set	18.75	18.75
Warlocks Quest	14.95	14.95
Wec Le Mans	18.75	14.95
Whirligig	14.95	14.95
Winter Games	18.75	18.75
Winter Olympiad	14.95	14.95
Wizard Wars	14.95	14.95
Wizball	18.75	14.95
World Darts	11.25	18.75
World War II	26.25	26.25
Xennon	14.95	14.95

PRIZE DRAW INFORMATION

With every £10 spent with us the customer will receive one entry into GIFFORD SOFT PRIZE DRAW. All purchases for the draw must be accompanied with the coupon provided in the advert. All entries must be received by us NO LATER than the 31st December to enable the draw to be held on the 4th January. The prizes are as follows: 1 An ATARI STFM Summer Pack with over £400 of software, plus the current top three games in the gallup chart at the time of the draw. 2 A £100 software voucher to be redeemed against any software of your choice. 3 A £50 voucher to be used against any software to your liking, and all other entries will receive a 10% discount voucher.

POSTAL DETAILS

All prices inc V.A.T. and first class recorded delivery in the U.K. Overseas please add £2.00 extra. Please send S.A.E. for a free price list stating machine used. Please do not send cash through the post and if you must please send it recorded delivery. If you require an up-to-date information list on the latest releases please phone the above telephone number for immediate attention. We are open six days a week until 6.30 p.m.

OTHER DETAILS

All software is guaranteed and will be replaced without quesiton. We also supply software for the following machines: AMIGA, SPECTRUM, CBM64, BBC, ELECTRON, MSX, SEGA, NINTENDO, ATARI 8 BIT PC & COMPATIBLES, APPLE, AMSTRAD C16.
Also with every order over £20 we will give you a free disk. All orders will be dispatched within 24hrs (subject to availability). We also supply a full range of computers and peripherals and all hardware needs.

To: **GIFFORD SOFT, DEPT** THE ONE
21 Whernside Avenue,
Ashton-under-Lyne, Lancs OL6 8UY

Send me copies of ....

Format..................Price £..

Name..
(BLOCK CAPITALS)

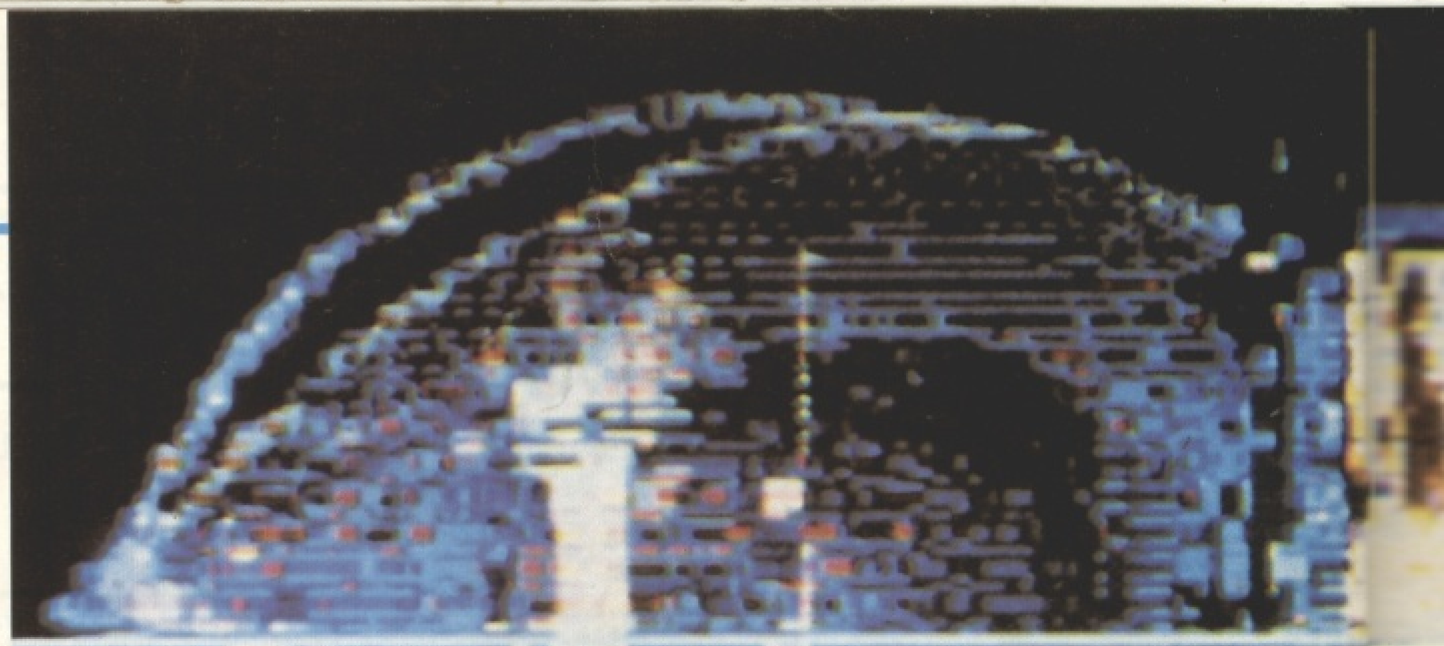
Address..

....

....

.... Post code...............

Cheques payable to GIFFORD SOFT



Knowledge is power, power is knowledge. Knowledge lies stored in the computers of governments, multinationals, the military and individuals, protected, hidden and safe from prying eyes.

But even the highest security protection can be breached. By the right person, with the right equipment and with enough courage. Nowadays hacking into computer networks can get you into a lot of trouble, but in 100 years time it could get you killed.



Cyberpunk. Is it an insane vision of a technological future, or man's nightmarish destiny? Paul Boughton catches a glimpse of the next century with William Gibson and Interplay Productions.

Hack To The Future



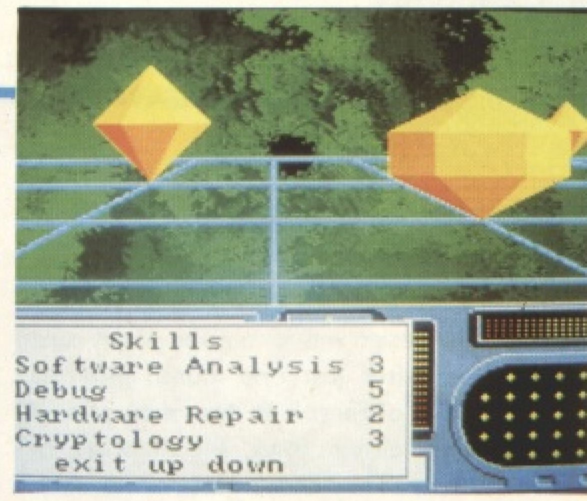
Welcome to 21st Century Japan and the world of **Neuromancer**, a greedy, complex world which is hooked into a vast computer system. Information about anything is instantly available from world communication networks linked into the cyberspace grid – a system representing information in the purest form. To access that information, you have to jack into Cyberspace. And risk your life.

Electronic Arts has already released **Neuromancer** as a roleplaying game on the Commodore 64. The American production company, Interplay Productions, is now developing it for the Apple IIe/IIc, MS-DOS and Amiga for release sometime in the Spring.

The game is based on a novel by William Gibson which has won the Hugo, Nebula and Philip Dick Science Fiction awards. It has established Gibson as a leading figure in modern







science fiction and especially in the sub-genre known as "Cyberpunk", Gibson's fiction is based on software rather than hardware. What goes on in the inside, rather than the outside of Gibson's vision of the future of high urban decay coupled with high technology is very much



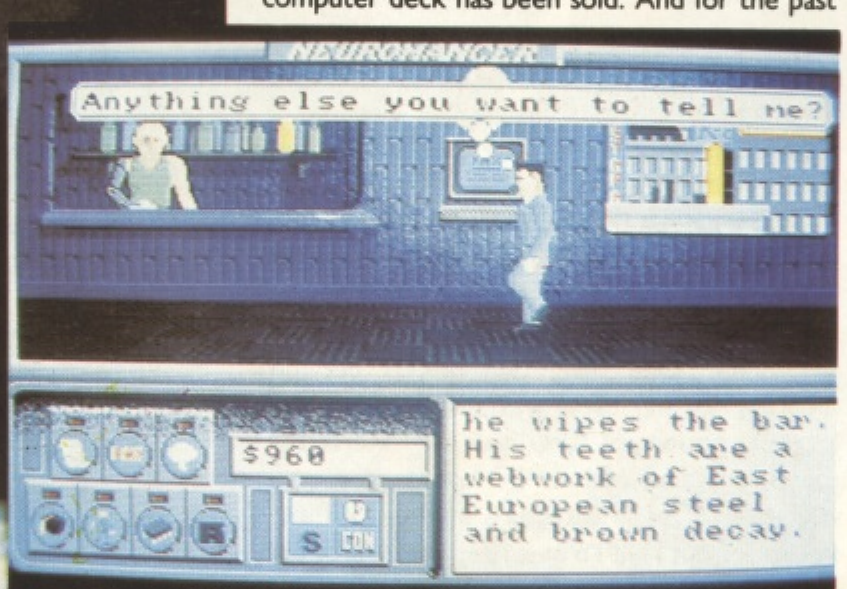
along the lines of **Blade Runner**.

In Interplay's adaptation, the player takes the role of a futuristic hacker, a software cowboy in a world where hacking is not only illegal... it's deadly. The idea is to break into government and corporate computer systems, or to break into Cyberspace to find databases and the man with the most information wins.

Layers of ICE – Intrusion Countermeasure Electronics – protect databases from unwanted intruders, but hacking software can be used to melt the protection system. The setting is Chiba City by Tokyo Bay. Chiba is a magnet for society's techno-criminal culture, notorious for black medicine and body shops. These body shops don't sell bath salts. Limbs, organs and implants are more in their line.

Remember, information is power. And at the beginning of the game you don't have much of either.

Rumours are on the street that several of your friends, other software cowboys, have disappeared. Where have they gone? The answer lies in Cyberspace. Times are hard. Your computer deck has been sold. And for the past two days you've been in a drunken stupor. But friends are friends. It's time to act.



The second phase requires you to get together a computerised deck and software which allows you to access phone lines. Deck hardware can be upgraded, but only if you have the money. If you have, check out Crazy Edo's Used Hardware Emporium or Asano Computing, the latter being the guys who deal in the heavy stuff.. full blown matrix simulators. Cyberspace decks, to you.

The third phase involves Cyberspace, shown in 3D. Geometric shapes represent the information bases. In reality Cyberspace is just an image generated by your brain. Without the right computer deck it would just be a complex sea of information. Humans wouldn't understand it.

But travel in Cyberspace can be connected to travel around the real world. Grids are streets. The computer deck is the equivalent of a car.

Interplay Productions has programmed itself quite a pedigree in computer roleplaying games since it was founded back in November 1983 by Brian Fargo. **Neuromancer** will follow the three **Bard's Tale** games, **Mindshadow, Borrowed Times**, and **Wasteland** which have all impressed.

The team put together for **Neuromancer** consists of programmer Troy Miles, 25, designers Bruce Balfour, 31, (a screenwriter for television, working for such shows as **Twilight Zone**, **Murder She Wrote** and **Tales From The Darkside**); Mike Stackpole, 34, one of the designers of **Bard's Tale III** and writer of two books for **BattleTech**. Others involved in the project are artist Charles Weidman and Devo for the soundtrack, (with a little help from Timothy Leary). Fargo, 25, now Interplay's president, produced the whole thing.

Fargo and Troy Miles both came up with the design for creating a Cyberpunk product even



FEATURE

before they had acquired the rights to **Neuromancer**. The design was for a game simply called **Cyberpunk**. After just one month into the project a friend of Fargo's at Activision offered the rights to either **Max Headroom** or **Neuromancer**. They chose **Neuromancer**.

It was Gibson's vision of the future which attracted the pair. Says Fargo: "To create a game where technology and information are the essence of life seems very appropriate for a generation that has been brought up on a world of technology.

Fargo continues: "We felt the most important task in the software was to capture the essence of Gibson's world and his characters. We used much of Gibson's prose and we feel we captured the feel of cracking through ICE in Cyberspace quite well. We don't follow the book's plot, instead we've created a new one within the universe that was presented.

The major problem encountered during the creation of the game was the standard problem of fitting everything into RAM and onto disk. "**Neuromancer** is a very big game with a lot of depth and graphics. Specifically, we found the most challenging aspect was the idea of simulating cyberspace. Gibson never fully explains how cyberspace looks, he only gives vague poetic descriptions. We tried four to five different looks until we found the one we were satisfied with," says Fargo.

William Gibson was born in 1948 in Conway, South Carolina, and spent his childhood in western Virginia and southern Arizona. He has a BA in English from the University of British Columbia and met his wife, Deborah, in Toronto, in 1970. After travelling through Europe in 1971, they settled in Vancouver, British Columbia. They now have two children.

Since the publication of **Neuromancer** in 1984, Gibson has published three other books, **Count Zero**, **Burning Chrome** (a collection of short stories), and **Mona Lisa Overdrive**.

What inspired him to write **Neuromancer**? Says Gibson: "A contract, it was commissioned by Terry Carr as an Ace SF Special. These were all first novels. I really didn't feel at the time that I was up to doing it, but I didn't dare turn the offer down."

The future he created of urban decay coupled with high-tech wonders does not strike him as particularly bleak. "Hardly more bleak than the world we live in today, and in some ways less so," he says, "Nuclear war doesn't seem to be a major worry – wishful thinking on my part – and AIDS isn't around (**Neuromancer** actually predates our recognition of AIDS, which gives some idea of how rapidly and nastily things can change). Is it really all that different from downtown Bangkok?"

Neuromancer was first published in 1984 and inevitably comparisons have been made to the future worlds of **Blade Runner**, **Aliens**, and **RoboCop**. Has Gibson influenced them or they him?

"I was definitely influenced by **Alien's** dirty spaceship." (See the story **Hinterlands** in **Burning Chrome**). **Neuromancer's** 'look' was influenced in part by John Carpenter's **Escape From New York**, **Blade Runner** was released when I was about halfway through the book, and very nearly made me give it up. **Aliens** I didn't think had had much the same feel, though **RoboCop** certainly did, I think it's a case of various people, myself included, being influenced by the way things are," he says.

Gibson has never been a computer freak or interested in hacking. "I was more interested in hackers. **Neuromancer** was written on an ancient manual portable typewriter. I'd no experience with computers then, so I wrote from what they seemed to be, rather than what they are. In a way, I think that gave me an advantage in terms of imaginative freedom. I was vaguely disappointed, later, when I became familiar with the real thing."

Gibson did not have much input when it came to programming the game. "Brian Fargo of Interplay and I spent an afternoon at Timothy Leary's house in Los Angeles discussing different possibilities. One thing that quickly became apparent to me, then, was that I hadn't the foggiest notion of the way an interactive computer game had to be constructed, the various level of architecture involved. It was fascinating but I felt I'd best keep my nose out of it and let talented professionals go about the actual business of designing the game.

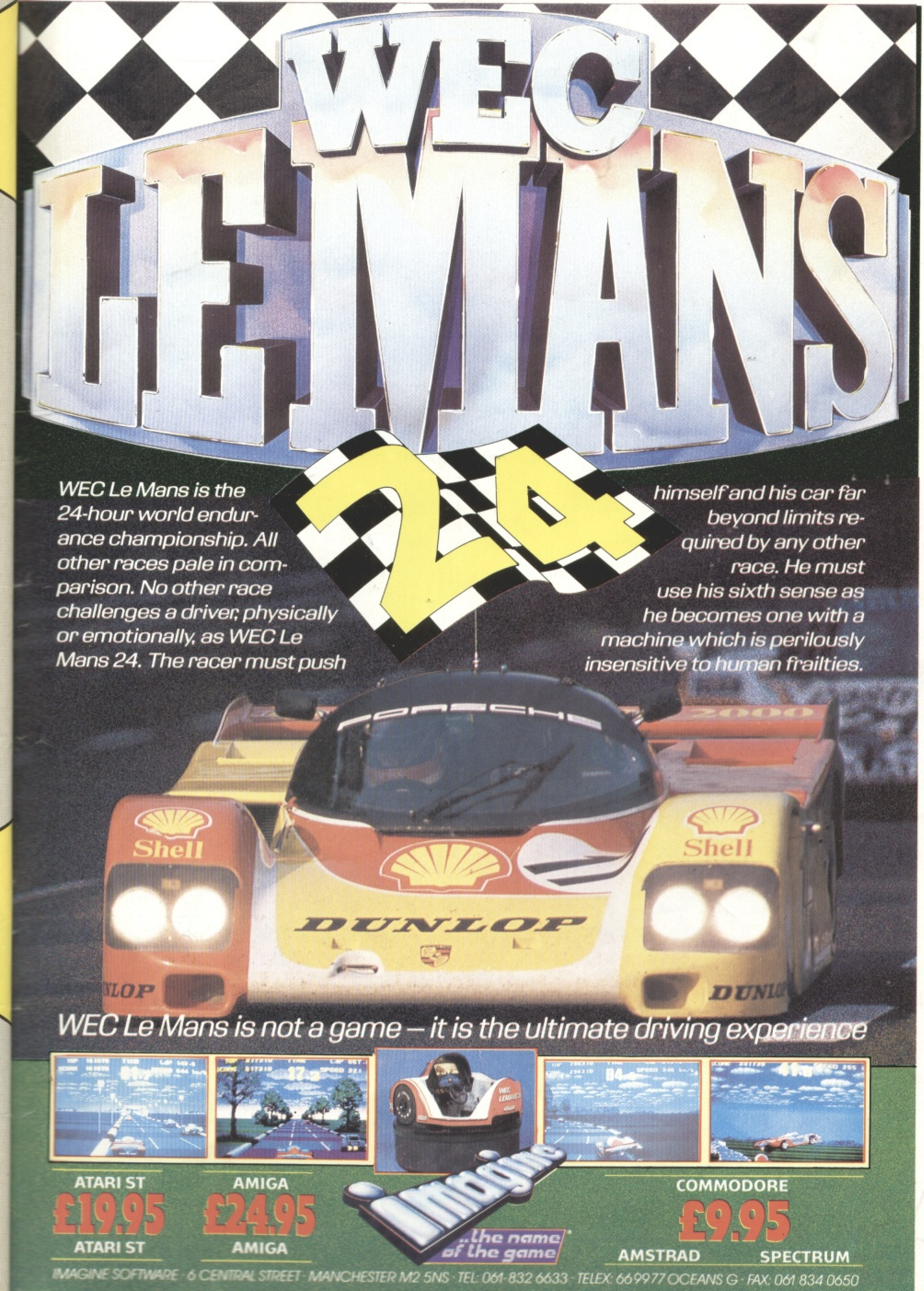
"From what I've seen so far, the game's quite true to the book – in its own way. The demands of the new form have an interesting effect on the material. When I wrote the book, the farthest thing from my mind was whether or not it was 'gameable', I imagine it presented quite a challenge to the designers."

Gibson had wanted to be a writer since the age of 13, which was the age of his enthusiasm for science fiction started. But he didn't start to write until he was in his thirties. "I'm genuinely unable to say exactly why I did start. It was very much in the spirit of 'Oh well, let's give this a try, can't hurt, just have a shot at it...' I didn't particularly expect anything to happen as a result, though I did indulge the usual fantasies – all of which, oddly enough, have come true," Gibson says.

As to the future, Gibson's work seems increasingly tied up with the cinema. "I've just completed a screenplay for **Alien III**. The sequel to **Aliens**, though at this stage there's no certainty that you may eventually see will be anything like what I've written. I'm working with John Shirley on a feature adaptation of my story **New Rose Hotel** for Edward Pressman, who produced **Wall Street**. The director is Kathryn Bigelow, whose **Near Dark**, was a big favourite of mine. I've signed to script another adaptation from **Burning Chrome** for Carolco. And I'm engaged in a collaboration with Bruce Sterling on a long novel called **The Difference Engine**, which is set in an alternate Victorian era with steam-driven computer technology."



The Interplay trio behind Neuromancer ... **left to right: Troy Miles, Charles HH Weidman III and Bruce Balfour.**


WEC LE MANS
24
WEC Le Mans is the 24-hour world endurance championship. All other races pale in comparison. No other race challenges a driver, physically or emotionally, as WEC Le Mans 24. The racer must push himself and his car far beyond limits required by any other race. He must use his sixth sense as he becomes one with a machine which is perilously insensitive to human frailties.
WEC Le Mans is not a game – it is the ultimate driving experience
ATARI ST
£19.95
ATARI ST
AMIGA
£24.95
AMIGA
imagine
...the name of the game
COMMODORE
£9.95
AMSTRAD
SPECTRUM
IMAGINE SOFTWARE · 6 CENTRAL STREET · MANCHESTER M2 5NS · TEL: 061-832 6633 · TELEX: 669977 OCEANS G · FAX: 061 834 0650



PUT SUNSHINE INTO YOUR COMPUTER
California™
GAMES
Now The Summer Will Surely Last Forever!
AVAILABLE ★ NOW! ★ FOR ST, P.C, & AMIGA
EPYX
SURFING
FOOT BAG
SKATE BOARDING
ROLLER SKATING
FLYING DISK
BMX
California
GAMES
The smell of the surf, the sun on your back, the sand between your toes ... this isn't California Dreamin – this is real! Six of the best West Coast sports designed to set your pulse racing. Wow your friends with your incredible flying skateboard feats, or show your cool hacking at the sack. Skate down the broadwalk, flip the Frisbee® and wheelie the BMX. And then the ultimate test – the king of California Sports – shooting the curl as you battle with those giant Pacific rollers to decide which surfer truly rules the waves! California Games™ features superb graphics and all the atmosphere of the West Coast. All the quality you expect from an EPYX product is here and so much more. So get air. Go crazy. Welcome to a new state of intensity.
...California...the most exciting state in the U.S., California Games, the most exciting game in your Computer
CASIO
CASIO
THE GAMES
ALSO AVAILABLE ON ST P.C. & AMIGA NOW!
EPYX®
U.S. GOLD
U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388
Screen shots from CBM 64/128 version.